





MANAGRAG EDITOR Barnaby Page STAFF WRITERS Deminic Handy, Lloyd Mangram, Ian Phillipson SUBEDITOR David Peters PHOTOGRAPHERS Cameron Pound, Michael Parkinson OFFICE Frances Mobile, Glenys Powell

TECHNICAL WRITERS Simon N Goodwin, Job Bates
ADVENTIME WRITER Derek Brewster
POM WRITER Brendon Kavanagh
STRATEGY WRITER Philippa Irving
EDUCATION WRITER Rosetta MicLeod
CONTRIBUTORS Robin Candy,
Mixa Dunn, Paul Evans, Ben Stone,
Paul Sumper, Bym Weithy

EDITORIAL DIRECTOR Roger Kean

PRODUCTION CONTROLLER PRODUCTION CONTINUED IN ART DIRECTOR GOTTON Druce
ILLUSTRATOR Officer Frey
DESIGN Markie Kendrick, Wayne Allen
PROCESS AND PLANNING
Jonethan Rignell (SUPERVISOR),
Matthew Uffindell, Nick Orchard

ADVERTISEMENT MANAGER Roger Bennett ADVERTISEMENT EXECUTIVE Andrew Samples

SUBSCRIPTIONS Denise Roberts MAN. ORDER Carol Kinsey

EDITORIAL AND PRODUCTION 1/2 King Street, Ludiow, Stropshire SY8 1AC 22 (0584) 5861 Please address correspondence to the appropriate person!

MAIL ORDER AND SUBSCRIPTIONS PO Box 20, Ludlow, Shropshire SY8 108 45 (0584) 5620

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COVER BY Oliver Fray



ISSUE 47 DECEMBER 1987

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JUDGE DEATH FEATURE AND PULL



THE CHRISTMAS LIST



FILM AND TV TIE-INS

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YOUR SPECTRUM -RIGHT OR **WRONG?**

JUDGING from a few of the letters Lloyd Mangram receives, you'd think Spectrum-owners were old ladies. And I'm not talking about the (sometimes justiflably) shocked-and-appalled mothers. either; it's the die-hard rubber-key recidivists of 1983, all fully paid-up members of the Society For The Preservation Of Paradioids, all bemoaning a Spectrum world they perceive as dominated by slick, gameplayless licences (hallo Robin Candy – your tie-ins feature starts page 34) and slick, faceless corporate combines (hallo Newsfield).

Well, times have changed (wasn't Platitudes some early Paradroids variant?). And since so much of CRASH this Christmas is devoted to a massive comprehensive look back - not just the mandatory Lloyd's Lookback, but also the last two parts of that CRASH History, a complete CRASH index, more on the history of tie-ins and what have you - let's look forward, too. After all, the future belongs to us and the past is a foreign country. (The old sayings are the best ones, I think, but we can't stand in the way of progress; we're all children at heart, and boys will be boys, sure as rain is rain!)

Those licences: the editorial in CRASH Issue 37 guessed that this year is going to be dominated by film tie-ins and licensed versions of arcade games'. Implication: whither the game when the the name is bound to sell

Well, Robin Candy's feature is a bit down on film tle-Ins in general, perhaps because even Archimedes graphics will never equal the thrill of the Sensurround and the slurp of the Coke. But he does pull out Ocean's Cobra and Top Gun, both from this year, as two of the best - sheer gameplay, not gimmickry on a big-name bandwagon.

And though there's no big film licence this month apart from the insipid American version of Electric Dreams's Aliens, a couple of cartoon tie-ins do well Piranha's Through The Trap Door, and Basil The Great Mouse Detective from Gremlin Graphics.

The point is that its-ins are not a priori bad, and the apparent triumph of the tie-in this year is down to a couple of factors. First, games are feeding more

and more from the mainstream of entertainment and therefore flowing more and more back into the mainstream.

Today every entertainment release – film, book, TV series, album, toy – is tied in with as many other things as possible, to extract the maximum sales from a single well-known name. So, as Robin Candy observes, the computergame tie-in is a natural part of any major film's marketing now, and perhaps one day they'll be making

the film of the game.
The second factor is that only full-price labels can afford to produce major tie-ins (and, more cynically, one imagines the market will pay more for a name tie-in than an unheard-of original game anyway). So while the budget labels produce so many straightforward games for the whatever-'em-up fans, full-pricers like Piranha, which make more money from each of their fewer titles, can afford to concentrate resources on complex tie-ins, simulations (tie-ins with real life!) and arcade conversions – and produce proportionately more of them than they used to. The budget houses, particularly

Code Masters, produce a huge number of nondescript games, often passable, rarely noteworthy, which they know will sell because they're cheap and there are so many Spectrum-owners to buy

That takes care of the casual end of the market. More full-price software houses may be moving into it for quick quids - viz

Hewson's £2.99 Rack-It label, the Virgin group's recent purchase of 45% of original budgeteers Mastertronic – but they're not abandoning full-price games. No, the full-price games might

be few and far between - but they're going to get better, because software houses still attuned to 8-bit know that otherwise they'll lose their Spectrum market to 16-bit, or even worse to the dedicated consoles, which are almost a closed market to most software producers.

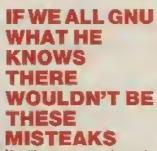
And after all, there's The Sentinel, There's Driller. The Amiga 500 ad may claim 'now other home computers are just toys', but the signs are that the toys are growing up fast and Spectrum software is staying in the entertainment business.

(at last), the one we pleaded for in Issue 45, David Peters comes to Ludlow from the blg city – well, Telford – to correct the reviewers' worst excesses.

Speaking of our worst excesses, which perhaps I shouldn't do in a family magazine (those shocked-and-appalled ones again!), I feel like an excessory after the fact reporting those three.

First: last issue's PCWShow report omitted Andrew Whittaker from the list of members of Graftgold, the programming team signed to Telecomsoft amid contractual controversy. We shouldn't believe everything we read in news releases

Second: last issue's review of The Fast And The Furious from





GO! (released on a tape with Thunderceptor) didn't have a percentage box. Ah, those technical reasons! Here it is,

THE FAST AND THE FURIOUS

Presentation	72%
Graphics	70%
Playability Addictive qualities	66% 63%
OVERALL	63%

Third: Jon North's Speedlock toader on page 57 does not work. (You might guess this upon opening the page.)

He'd sent it in to Playing Tips and it had been accepted in good faith, coming from a trusted and prolific tipster; then (when the page was in the box on its way to the printers - we only just saved it) Jon sent in a new version because he'd noticed the original doesn't work

In fact, it's such a complete nonstarter that we've had to print the whole thing again on page 134, wasting half a page and no double causing Jon (not to mention Nick Roberts) a lot of embarrassment.

Nick tries to test everything that's printed in Playing Tips, but with an expanding section and the usual duties of reviews, Challenges etc he doesn't always have the time. So please double-

check your own tips and POKEs before they go in the post flater corrections can get lost in systems) - it saves everyone from

editor to reader a lot of trouble. That's it for a fortnight - stay multidimensional,

BARNABY PAGE

December's highlights

SWASHED!

24

It's on the cover - "the game of the year", "conceived for the future"

GUNSHIP

Joyriding in MicroProse's feature-packed helicopter sim.

HOTSHOTS 80% and over . . .

DARK SCEPTRE

Mike Singleton scores again with great graphics

BOBSLEIGH

Bobsleigh racing - the real thing 128 U.C.M.

Blasting good fun on the 'ultimate combat mission'

NEBULUS

A maze with a twist

FREDDY HARDEST

Tongue-in-cheek butch hardness

26

Skateboards zoom back in a coin-op challenge

ALSO IN THE 196-PAGE CHRISTMAS SPECIAL ...

IN THE NEXT

CHRISTMAS IN THE

The new dimensions are coming thick and fast these days

- but the CRASH Christmes Special takes you back to the

third dimension with 16 pages of stunning 3-D fantasy,

including Adventure Trail and Jetman! (So keep those

THIRD DIMENSION

PLAYING TIPS - more pages!

glasses from Issue 46.)

THE CRASH CHALLENGE - Roberts gets nicked

SCORES - high scores like you've never seen 'em

THE CRASH HISTORY continues gracefully with 1986 and 1987 - 1000 action-packed years with 24 GRASH covers to match!

LLOYD MANGRAM'S LOOKBACK -- that 1987 in full, but that extra bit more in full

THE CRASH INDEX – for those of you with interests in high-powered magnification, a complete index of EVERY game EVER reviewed in CRASH (complete with percentages)

FOCUS ON FANZINES – a Fenzine File for editors and editors-to-be with hints to spruce it up – plus GOING TO BED WITH CRASH, the inside story on how it happens here

CRASH COURSE - we luvy skool

VOTE IN THE READERS' AWARDS

SEE IN COMPS

REVIEWS!

ETAL

PLUS: news previewing a classified forum for technically playing compilations of adventurous strategy coin-ups on the screen by mail and modern, all in CRASH Issue 49, on sale Thursday December 10

Aliens (US version) Electric

Basil The Great Mouse

Basil The Great Mouse
Detactive Greenlin Graphics
Bobsleigh Digital Integration
Dark Sceptre Frebird Gold
Death Or Glory CRL
Deflektor Greenlin Graphics
Driller Incentive Software
Freddy Hardest Ocean
Fruit Machine Simulator Code
Masters

126 Masters

Gunship MicroProse Lazer Wheel M.A.D. Level 5 M.A.D. Nebulus Hewson Scrabbie De Luxe Leisure

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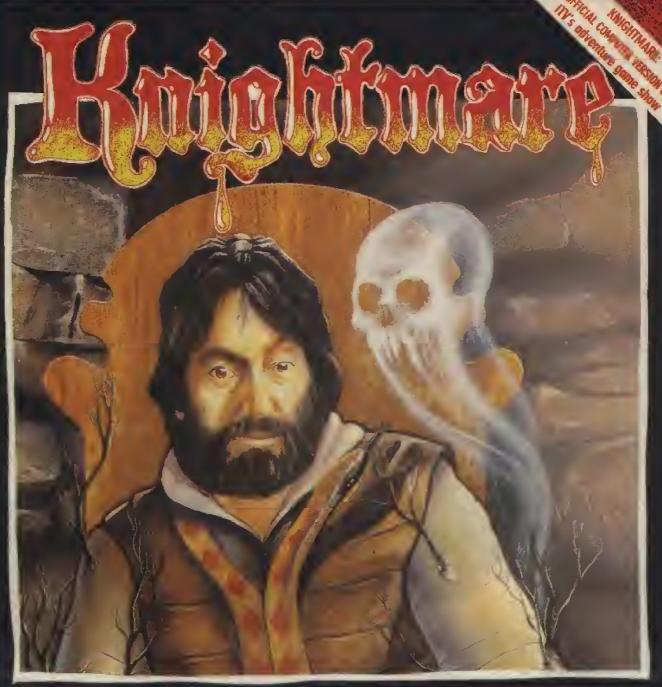
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DARK SCEPTRE

Producer: Beyond Retail price: £7.95 Authors: Mike Singleton, David Gautrey, Alan Jardine

he Northlanders are unwelcome visitors in the Islands Of The Western Sea. The King Of The Isles is set on revenge and orders a fearsome sceptre to be wrought - but the King himself is struck down, and enemies gain the very power with which he sought to destroy them

So the sceptre must be found and destroyed, in this graphic adventure based on programmer Mike Singleton's own play-bymail game.

You have command of a warrior band that seeks the eponymous evil sceptre. The Red Shadow Lords are your deadly adversaries and must be overwhelmed at all cost. You can enlist the help of other fighting companies; but they're neutral at first, and even after taking your side are liable to desert you.

Each character has one of eight different personalities, which makes him suited to certain tasks

and not to others.

Your warriors are controlled by commands from a set which includes kill, protect, defend,

seek, bewitch and petrify. Each fighter can be given several orders at once, to be carried out in sequence.

But once an order has been issued you have no control over a warrior's actions, and he'll act independently during unexpected encounters.

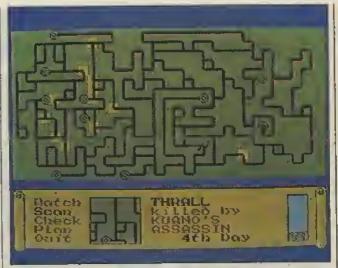
You can watch any warrlor in action, and hear the clashing swords. When one of your warriors is fighting an enemy, others may line up waiting to fight your warrior.

A scan option provides a scrolling overview of the land through which your quest takes

ROBIN

" Dark Sceptre is quite a departure from Mike Singleton's Doomdark's Revenge and Lords Of Midnight, of which I'm a big fan - but it's another engrossing Singleton game. here he uses masking et past ingenlous technique technique to get past attribute clash. The warriors walk and fight convincingly. But the lack of detailed instructions is frustrating, and much time is spent discovering the object of the page, and who's best to game and who's best to betriend. Still, if you can put up with this, Dark Sceptre becomes rewarding."





A scan option shows the land through which your quest takes place

MIKE

"Dark Sceptre is quite something! The graphics are huge, well-animated and excellently coloured, and the gameplay is complex: it took me a good while to get to grips with things. When you can play for hours and not double back on yourself you start feeling you've got the hang of it. The presentation is very good, too."

Dark Sceptre has been eagerly awaited after the success of programmer Mike Singleton's Lords Of Midnight (Smashed in Issue 7) and Doomdark's Revenge (an issue 13 Smash; both earned ten out of ten on the first CRASH rating system!).

A sequel to them, Eye Of The Moon, is promised. But it's taken Singleton more than a year to develop Dark Sceptre, and not even he can complete it in less than 17 days . . . yet.

NICK

"Like all Mike Singleton's games, Dark Sceptre has outstanding graphics. The main character and characters'

backgrounds are excellently drawn and enimated, and colour clash doesn't seem to exist in Mike's mind; all the similar, but the colour of their heads and hats keeps changing. Sound is used well. Dark Sceptre is another tantastic addition to Mike Singleton's list of hits. "

COMMENTS

Joysticks: Kempston, Sinclair Graphics: superbly-animated arge characters Sound: basic, but effective, soot effects General rating: very playable and an outstanding programming achievement

Presentation Graphics

Depth and striking graphics add Dark Sceptre to Mike Singleton's successes





THROUGH THE TRAP DOOR

Producer: Piranha Retail price: £8.95 Author: Don Priestley

t's back - the *Trap Door* TV series, now showing every Saturday morning on *Number* 73. Collins is publishing the books, Channel 5 is releasing the video and (for our obsessive readers) 'Merit Toys launch the Trap Door bus with Berk driving his monster

And Berk, the blue cartoon cutie, is back in Piranha's Through The Trap Door, sequel to Trap Door (which earned 85% Overall

in Issue 33, just over a year ago).
Berk and Drut are coloured thingummywotsits, searching for Boni the skull (he's been snatched by a kleptomaniac bat) through a series of subterranean worlds. They have to find the key in each one before they can go on to the



next - and when they've reached the region beneath the earth, Berk and Drut can find Boni and take

 Through The Trap Door, more froglets than gameplay

him back through the trap door.

Berk can carry Drut, a hopping froglet, in his chubby arms, but first he has to catch him. Fuelled by his passion for the worms that eppear everywhere, Drut is always running off - but in some sections of the underground rooms, invisible Drutmarkers can control him. You can switch control from

Berk to Drut, thus using the frog's hopping powers to retrieve keys. If Berk gets into difficulties Berk gets into difficulties attempting to reach a key, Drut can push it to a safer position.

Falling stalactites, great Berkswallowers which rise from the ground, ceiling drips, bats and ghosts all occupy this basement environment. But it's not all bad—forgetful tourists have left behind sweets and sausages, which can be used to be an Bath's more than the used to be a Bath's more than the used to be a Bath's more than the used to be a Bath's more than the search but and the search than the sea be used to keep Berk's great bulk sustained. Other items, such as a Pooter and a hafty weight, can also be helpful in the quest for the keys.

If either Berk or Drut attempts to pass through an unlocked door, or if Bark goes through without Drut, or if Berk fails to pick up Bonl, you lose, and have to start back at square one. It's a jungle down

there. Programmer Oon Priestley did

NICK

"Large graphics and cuddly characters make Through The Trap Door look very, but the game itself is of no real interest. As in all Don Priestley's games, the graphics look good but their slumping around the screen soon gets imitating; the best thing here is when worms and slugs pop up out of the ground to have a little squirm. Through The Trap Door is very attractive, but there's not enough to do."

52% " Large graphics and cuddly

PAUL !

"I didn't like Don Priestley's Flunky much, but I found Through The Trap Door very addictive and lots of fun. The graphics work well and their function Isn't hampered by the technique, as happened in Flunky; the problems are quite logical, and having control of two characters adds Interest. This is much more playable than Trap Door, though perhaps Don Priestley could find a new technique sometime..."

Producer: Hewson Retail price: £7.95 Author: John M Phillips

ising from the waters are mysterious stone towers. mysterious stone towers, poking like fingers into the sye of the sky - and Pogo, a corpulent bug-eyed biped, is determined to reach the top of

So he uses a series of step's and platform lifts around the outside of the towers. As he toddles and leaps to the left and right, the tower rotates ('rotational 3-D scrolling', says Hewson) to reveal further steps, dead ends and doorways. By passing through these portals, Pogo can appear on the other side

ROBIN

"This is as original as programmer John Phillips's last game, impossaball (69% Overell in Issue 37). Nebulus is essentially a maze variant, is essentially a maze variant, but more complex than that description suggests – and it's one of those delightful games that's more or less instantly playable, without complex instructions and banks of controls. You'll keep coming back for more. The title tune is well above average." average.

of the tower to fake another flight of stairs

But Pogo's progress isn't an easy ride, for the outside of this columnar construction populated by bobbing balls, energetic eyes, and rotating stars, balls. not to mention the occasional slippery step. A bubble gun solves some problems, but nobody thought to give Pogo a bucket of

If Pogo tumbies to the base of

the tower and lands in the choppy sea, one of his three lives is lost; but if he takes only a slight fall, landing on a lower stone step, he loses only time (there's a time limit) and can begin his ascent again.

Pogo gethers points by the pocketful as he ascends to higher levels, and if he's successful on one set of steps he can move on to conquer the next tower . . . just because it's there.

Nebulus: Intricate, attractive graphics . . . but how much depth?



MIKE

"Though it would benefit from a bit more colour, Nebulus is one of the cutest things around on the Spectrum, rivalled only by Berk in Through The Trap Door (also reviewed this issue)! The idea of the revolving tower is original, and what's more it works, it's addictive and has far more playability than you'd expect from a game that's fairty simple. The title music is good, too."

MIKE

"The TV characters are represented brilliantly; they're easily recognisable and quite accurate they're easily recognisable and quite accurate too. There's loads of cotour, and the masking technique is used effectively. But the game might wane after a week or two. Still, it's worth buying if you're a fan of the programme."

the original Trap Door, and his recent credits include Piranha's Flunky (60% Overall in Issue 44).

COMMENTS

Jeystick: Kempston Graphics: large, cotourful, cute; and some of the fastest Don Priestley-style graphics to

Sound: very little - a serious

General rating: another superb adaptation of the TV series, though its appeal comes from graphics more than addictive gameplay

dictive qualities

NICK

" Nebulus has some fantastic graphics, like Hewson's recent games Exolon and Zynaps, and there's a lovely blue sea at the base of the tower. Some levels are really fun, too, and the music is brilliant. "

83%

COMMENTS

Joysticks: Cursor, Kempston, Graphics: the intricately detailed towers create a strong 3-D effect; beautifullydrawn characters; monochromatic Sound: excellent title tune, ingame effects General rating: beautiful, playable, original and very simple



SCRABBLE DE LUXE

Producer: Leisure Genius Retail price: £10.95 (cassette), £15.95 (disk) Authors: Sentient Software

his is the 128K version of Psion's 48K Scrabble -released before CRASH appeared, but covered in Lloyd Mangram's Issue Four Living Guidel

Scrabble De Luxe is based very closely on the board game, where players pick letters at random and try to form words with them, earning extra points for using difficult letters.

In this Spectrum version, two, three or four can play, each starting off with seven letters' starting off with seven letters displayed in a rack. With these, the players have to form words vertically or horizontally on the Scrabble board.

MIKE

"If you're not into word games there's no way you'll go for this, but there is a mental challenge which considering. "

The chosen word is typed, and the cursor positions it on the board. When a word is in position its score is calculated, but if it's not in the computer's 20,000-word vocabulary, that turn is challenged. This challenge can be accepted by the player, in which

Putting two words together

PAUL

" This is one of the most mathematically mathematically ciever games I've played in a long time - if you don't believe me try putting the computer in a really difficult position and see how fast it gets out of it! The memory used must be immense (even on a 128) - every word you can think of is there. Even when playing the computer at very low levels the HELP option comes in useful and is surprisingly fast. Still, I would have thought computer Scrabble De Luxe could have a few more than two colours on the screen. It's the ideal game to keep everyone quiet over the Christmas period – and the best thing about it is that everyone can play at their own level."

73%

case the turn and its score are lost.

But if the player rejects the challenge, the computer accepts the word, and any other word generated from it.

As in the board game, there's a set score for each letter, and the score for a word is the total for all the letters. However, placing letters on certain squares on the grid boosts the player's score.

computer can help each

NICK

"First came the fantastic board game, then the not-so-fantastic (though nicely-presented and colourful) presented and colourful) Spectrum game from Psion, and now Scrabble De Luxe is just another version of the board game. There's hardly any colour and what there is is very duli; the controls are confusing, to."

player by suggesting words which can be made with a player's selection of letters, and can also point out where they would fit on the grid.

And you can choose to play against the computer itself. Its thinking process can be called up on screen, so that the human player is not totally out of depth in taking on megabrain. the electronic

COMMENTS

Joystick: Cursor Graphics: monochromatic Sound: virtually none Options: eight skill levels, with the computer using more obscure words at higher levels General rating: well, it's Scrabble ...

Presentation Graphics Playability Addictive qualities OVERALL





ALIENS (US VERSION)

Producer: Electric Dreams

Retail price: £9.99

Authors: Steve Cartwright, Glyn Anderson, Peter

Kaminski and Gene Smith

n the beginning there was just one ... now there are many. Director Ridley Scott's 1979 hit film Alien, acclaimed for the intense spookiness of its dark, atmospheric scenes ("In space, no one can hear you scream!"), spawned a game in 1985: Argus Press Software's tricky Alien, on the Mind Games label, was a CRASH Smash in Issue 15.

Last year, the screen sequel

Last year, the screen sequel arrived, some say it surpasses the terror of the original. And a game of Aliens soon came from Electric Dreams and Mark Eyles (designer of another film tie-in. Back To The Future.) It earned 84% Overall in ChASH Issue 37.

Both films are now on video, and the aliens keep on coming on computer too. The US Aliens tie-in is quite different from the UK version reviewed earlier this year; the latter was a straightforward arcade adventure with horizontally-scrolling graphics, pitting the player against a horde

of aliens in a series of rooms. CRASH reviewers found the US version, presented in bird's-eye view, more complex, with more of the film's scenario – though the UK version's graphics, they say, came closer to the film.

in the US Aliens you take the role of Ripley, a survivor from Alien who returns with four space marines to the planet of that first confrontation, LV-426, now honors as Acheron.

known as Acheron.

There are six distinct parts. First, a small drop ship takes Ripley and her creck team down through a tortuous wormhole to the planet's surface. An indicator helps you keep the ship's approach exact, because the wrong trajectory can lead to an aborted landing.

Once on the plenet's surface, the four marines (who know how to blast the guts out of anything) go to the planet's atmosphere processor plant. But there they are found by aliens, and may not make it back to the safety of their armoured personnel carrier. This is the second part.

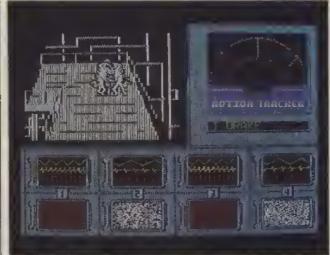
Only one marine can be controlled at a time, and his name is displayed beneath the peripheral-vision motion tracker which displays nearby atten activity. Individual screens indicate, by colourand movement, the life status and safety level of each marine.

Aliens appear with increasing frequency, and any marine too slow to escape or blast his way to freedom is lost unless another

exit. But the aliens will try to stop the humans, shadowing the movements of Ripley as she flees.

Her problems eré added to by Newt, a small girl from the planet's community of human colonists and easy prey for any stavering alien's jaws as she roams the processor. Ripley has just 17 minutes to rescue Newt before the processor blows up, sending all of Acheron to oblivion.

Acheron to oblivion. In this fifth part, Ripley can use a range locator which indicates



 Two screens monitor each space marine while aliens move through the atmosphere processor

marine can be brought to his aid. When two marines are onscreen, both are safe.

Now comes the third part. In the operations room, you are faced with an onrush of foul aliens intent upon getting past Riptey. But her powerful flame-thrower can burn an enemy's body, or at least keep it at bay. Eventually, though, Riptey will have to carve a hole in the thick metal door and enter a maze of air ducts for the fourth

This tortuous tunnelwork takes Ripley and her remaining force toward the drop craft. An overhead map traces the complexities of the duct, showing the position of Ripley – and the

Newt's proximity, and flares to mark her course. Once found, the terrified child follows her resource back to the processor's elevator. If time has not run out, Ripley can return to the craft and blast off.

But as the craft moves through space an alien, queen of all her race, clings to the spaceship's outer skin. When the Queen is discovered back at the spacebase, Ripley slips into something more comfortable—an exoskeleton with power-loader arms. And in the slxth and final part of Aliens, Ripley must use these mechanical limbs in battle with the alien Queen, eventually grabbing her and throwing her out to die in empty space.

The US Allens: overhyped, overdifficult and over here



CRITICISM

"After the almost impossible first level, there's little to hold the attention here. The instructions between sections (particularly those preceding the first level) are interesting, especially if you haven't seen the tilm. But I don't recommend the US Aliens; the graphics are simple and poorly-coloured, end the pulsating screen in the first level is irritating."

MAKE

69

"The opening sequences of the US Aliens are atmospheric, but the rest of the game doesn't have the same quality. The first level is a bit like the hyperspacetunnel sequence in Design Design's Dark Star, and it's quite playable but (big but!) the screen flashes horrendously, adding eyestrain and headaches to your problems. I couldn't get through the rest of the game without cheating."

"The US Aliens takes a wider view of the movie than the UK version. The graphics are less good (ranging from badly-drawn and simply-animated characters to a very detailed final screen) and less scary, but there's a much stronger relationship with the characters. No normal person could get through the US Aliens without cheating, so it's just as well you can skip a level; at least you can be sure of seeing all the stages. This is nowhere near as much fun as the UK Aliens."

56

COMMENTS

Joystick: Sinclair Graphics: crude, small characters but some impressive backgrounds

Sound: disjointed tune, poor effects

Options: you can go to the end of a level without playing it through, but can't complete the game this way

General rating: the lesser of two Ailens tie-ins; this US version is closer to the film, but the graphics are poor and gameplay very difficult

Presentation	80%
Graphics	62%
Playability	44%
Addictive qualities	43%
OVERALL	45%

KONAMI

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Intiltrate the Ali in Rober's headquarters in Konami's smash coin op game for your home computer.

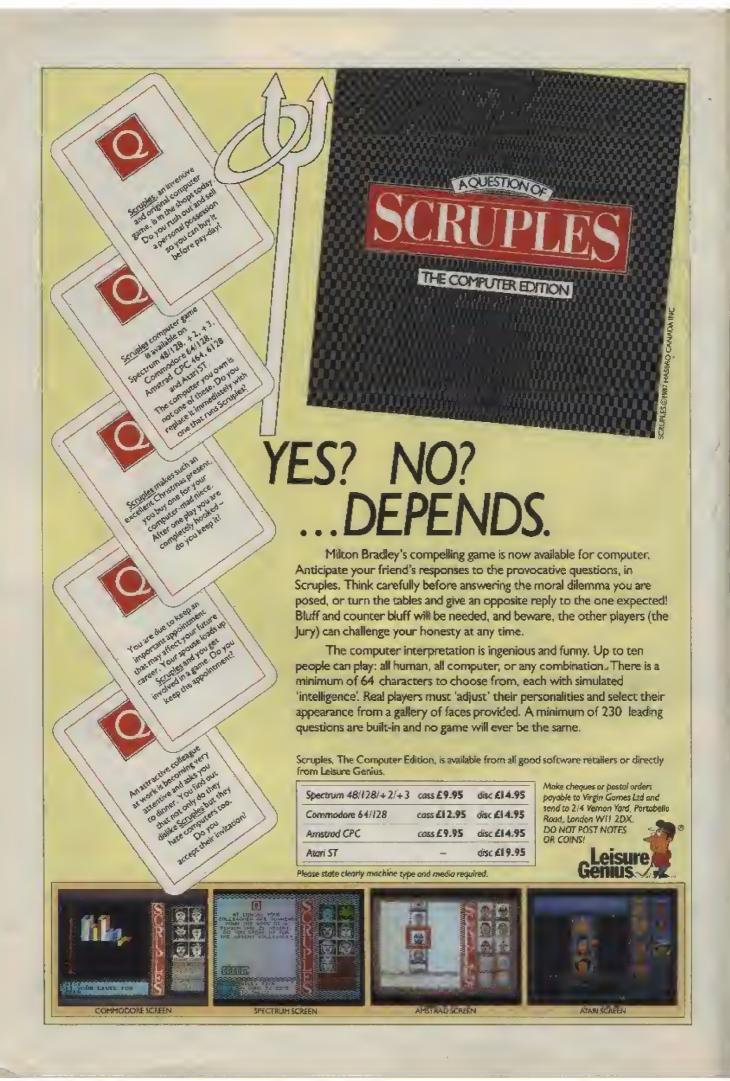
egotiate the electric torce field and then overcome wave up a wave obtainating gue illustras you make your way

inexprably towards their base.

Split second liming and negrous of steel are a must for this exciting tun packed program with all the leatures the arcade original.

COMMODO

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BOBSLEIGH

Producer: Digital

Integration

Retail price: £9.95

Authors: David Marshall and Rod Swift

earing down an ice tunnel at speeds approaching 80mph, where the slightest mistake can write you off, is not a game for those of a nervous dis-

But that's what Digital Integration's bobsleighing simulation is all about - and perhaps that's bobsleighing for real, too. Digital Integration is a simulations specialist ('advancing the art of simula-

ialist ("advancing the art of simulation") and consulted British
bobsleighing champion Nick
Phipps for this game.
Phipps is competing for the gold
medal in the Winter Olympics in
February – and so can you on the
Spectrum's Calgary track!
You have a choice of bobs, from
amateur to Olympic, and each can
be a two-man or four-man vehicle.

be a two-man or four-man vehicle. The better the bob, the faster it goes - but it's also more expensive, and your sponsors have set limits on how much you can spend. The only way to get more cash is to compete and do well.

Before each run, you make deci-sions about the fitness of your crew and weather conditions. The weather affects a bob run; cold icy conditions require one type of metal runner, warm wet conditions another. Again, however, a new set of runners eats up your funds

You and your crew have just 50 metres to get the heavy bob started. And humping a huge piece of metal isn't the lightest of tasks, so you need to develop stamina and strength through gruelling fitness training.

At the start line you all get on board, and the timed run begins.

BYM

" In televised bobsleigh runs there's never a steady view of the track, which makes the of the track, which makes the sheky graphics of Bobsleigh even more realistic. And though line graphics may seem a bit primitive they work well in a 3-D bobsleigh run! It may take some time to complete your first run, but stick with it, because once you're involved in the stick with it, because once you're involved in the moneymaking aspects of winning and the fight for an Olympic gold medal the game really however the strategies well in a realistic situation."

A good push start will help, but after that the player must exercise great skill in driving smoothly. Contact with the ice walls as you bullet down the straights is bound to slow a bob, and travelling too

Times are shown every quarter distance and a final time is posted as the finish flag is reached, with a record-time display putting your own achievement into perspec-

There are six real-life venues in each bob class (apart from Olym-pic) - maps and record times are shown for each venue - and if you choose to compete in a racing season the order of venues can't be changed.

Still, if you find one course impossible, you can play all the others by choosing a single track at a time — you won't be world champion that way, though.

In each venue you have a prac-tice run and then two competitive runs; win with the lowest accumulated time, and Bob's your uncle. But if you crash on the first run you're not allowed a second - so don't let your attention wander for a moment.



Bobsleigh: hot and cold all over

high on a snow bank can make you

crash.
Once the finish line has been crossed the bob's brakes can be used to slow the vehicle to a standstill. But if brakes are used on the track proper, you'll be dis-qualified (and probably damage your bob)

PAUL

"Yet again Digital Integration is after 'the real thing'. Motorbikes are one thing, aeroplanes another — but I bet the producer has got us on this one. There aren't many people who've been bobsleigh-racing and lived to tell the tale, so who knows if Bobsleigh's accurate? But it does give the player a realistic 3-D effect as he zooms (well, it's not really frighteningly fast) down the run. This interesting simulation didn't really move me in my seat, but It did make me realise how hard it is to run a bobsleigh team without going bankrupt!"

► There's no business like snow business



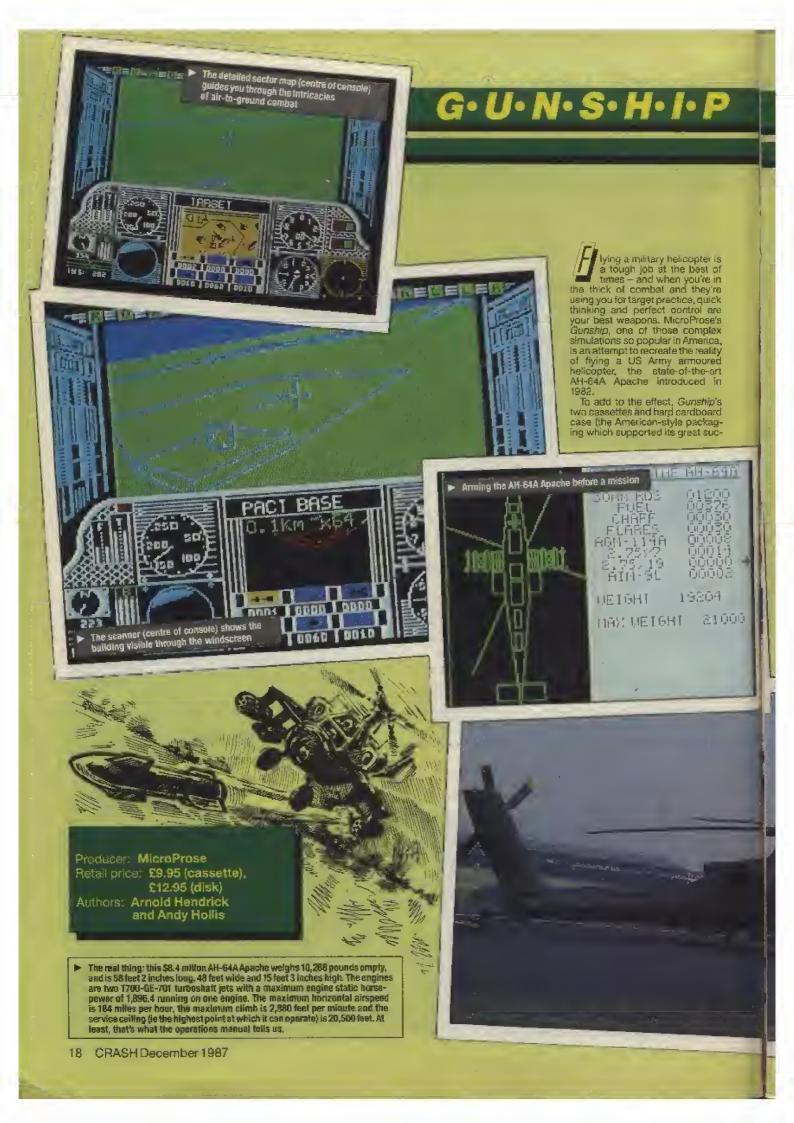
COMMENTS

Joysticks: Kempston, Sinclair Graphics: simple line drawings create a realistic tunnel

Sound: basic beeps (and some name it, it's a menu

General rating: an addictive simulation with plenty to do

Presentation Graphics Playability Addictive qualities OVERALL





cess on the Commodore 64 there) come complete with an 68-page operations manual giving every detail of the game – and technical specifications of the real helicopter, its armament and its enemies.

Once in the chopper, you look through an armoured glass through an armoured glass windscreen complete with cross hairs and gunsight. System-dam-age lights are situated above this, and below it is the main instrument console. This contains such navigational instruments as heading, course, and airspeed indicators

" Gunship is the most realistic flight simulation around. The copter's response to controls is remarkably convincing, and the graphics are a good deal better than Tomahawk's - did I detect hellcopter through hills, though? Gun-ship has leads of playabil-ity; the manual makes good reading for a couple of hours, and the in-game presentation is excellent. It's the best in the ever more competitive world of flying on the Spec-MIKE 90%

fuel gauges; weapon update systems; a radar jammer; and an enemy threat display. There's also

information on the helicopter's ammunition, a sector map, a dam-

age monitor and a radio which brings vital messages. The helicopter is flown using two basic controls: the 'cyclic joys-tick', which controls the pitch and roll (direction of the copter), and the 'collective', which alters the angle of the rotor blades (and therefore the altitude).

Ffying can be simplified by choosing the 'easy' rather than the realistic' flight option. This limits the pitch and roll elements of flight. Other flight difficulties include air turbulence at low altitudes.) Landing, weather conditions and the nemy's fighting skills can also be independently selected as easy or

realistic.
The handbook recommends you use the realistic flying option

"Tomahawk was good, but MicroProse's Gunship is out of this world. It's one of only a few games that simulate flying accurately and give you a 'real' feeling of being in the cockpit, at the helm of millions of pounds worth of machinery. And handling a helicopter is even more of a challenge than flying a fighter plane! Helicopters aren't as responsive as planes and Gunship's controls reflect this important aspect. The graphics aren't as fast and graphics aren't as fast and smooth as those of, say, Mercenary, but when you finish a flight you really feel drained. Gunship is proba-bly the most realistic simu-lation you'll ever play. "

as soon as possible, perhaps leaving the tricky landing and weather problems for later - and once the basics of the craft and combat have been mastered in practice attacks on the US training camp, actual combat missions abroad can begin.

One of four duty assignments can be chosen: Southeast Asia, Central America, the Middle East and Western Europe. Each assignment includes some missions which are more dangerous than others, and volunteer missions are

exceptionally hazardous. Briefings before each operation give the essential information. A password and countersign are particularly important; when you're approaching a friendly base ground control radios the password. And you'd better respond with the right countersign, or risk being blasted from the skies.

Briefings also include other

information on such matters as the weather; enemy equipment and

But if you decide to be a chicken-livered cur you can go on sick call and get out of a mission.

On a mission, you're flying into the unknown. The sector map gives a localised view of the ground, and a full-screen map can be activated to give the entire lay-out of the combat zone. This larger map isn't entirely accurate, but does show all the major geog-raphical features, friendly troops, installations and targets.

The AH-64A Apache is armed with standard weaponry, but before some missions it can be rearmed to your specifications. with standard weaponry, Cannon ammunition, flares and fuel can all be added (within a weight limit), or left behind if unnecessary.

The enemy strikes with ground fire from antiaircraft guns and surface-to-air missiles, and with its own airborne fighters.

But the enemy's ground radar can be disrupted and your movements disguised by releasing metal strips of chaff, or by activatreleasing

ing missile jamming circuits.
And combative Soviet-made HIND helicoptars, sent up to attack, can be outmanoeuvred and blasted from the sky in a peril-ous battle of wits. (Note those HINDS; the enemies in Gunship are recognisably America's enemies, and there's even a warning that 'the Warsaw pact is the most formidable enemy on this planet'!)

Fighting in Gunship is very high-tech. The TADS (Target Acquisition & Designation System) tracks a target once you're close to it, so it's always in your sights,

But some weapons are only effective against particular targets: your 30mm cannon can destroy everything but bunkers. Hellfire air-to-ground missiles (directed by laser to a TADS target) can take out bunkers as well as all vehicles. On firing cannons and missiles the helicopter recoils and must be quickly brought back under control.

Once a mission has ended and you've brought the copter to rest, the debriefing begins. You could be promoted; you could end up working for the US Army Sanitary Maintenance Corps; more usually, you'll have to make a decision on whether to refuse. whether to refuel, rearm or repair

the helicopter, Remember, however, that if you and in the wrong place you might spend the duration in a prisoner-of-war camp. Spectrum garning, let alone war, is hell,

But is it fantasy or fact? Perhaps

the playability is all that matters, though MicroProse may have a

" Anyone out there consid-Anyone out there consig-ering jumping into the cockpit of an. AM-64A Apache without an induc-tion course, forget it! Even you're not into reading pages of instructions, take time out to attack Gunship's operations manual. It's well worth it - and this is the best helicopter simulation Gunship brings or the realistic yet. Gunship brings together the realistic aspects - helicopter conaspects - neicopter con-trols, reactions from those controls, and travelling above ground -- and the excitement of a thrilling, involved mission with deadly enemies. 91%

specialinsight. The American company's President and well-known eccentric, 'Wild' Bill Stealey, is an enthusiastic military man who even put a real helicopter simulator, used for training pilots, on MicroProse's stand at The PCM/Showl

And the company's releases next year will include *Project:*Stealth Fighter, supposedly simulating an American fighter plane so secret that nobody but MicroProse has heard of it.

In the meantime, CRASH's reviewers have greeted Gunship as the best of the few helicopter as the best of the lew hencopers simulations , around. Others include Digital Integration's 1985. Tomahawk (93% Overall in Issue 23) and Durell's 1984 Combat Lynx (88% Overall in Issue 10).

COMMENTS

Sinckair
Graphics: vector graphics updated superquick
Sound: the occasional beep but you can't hear much in the din of battle arryway
Options: forry a mission; sasy/realistic modes of flight, landing, weather and enemy; a training camp and four combat assignments; suck call eption for pilots who get cold feet
General rating; a challengt cold test
General rating: a challenging and complex simulation
the strongest contender for
King Of The Clouds yet

Presentation Graphics Playability Addictive qualities OVERALL





DEATH OR GLORY

Producer: CRL Retail price: £8.95

Authors: Wise Owl Software

by an invading enemy fleet.
As usual, you are the only one who can take them on and save your civilisation from a fate worse than a wet Wednesday in Worthing. In a rare touch of realism, you have a limited fuel supply.

supply.
First encountered are the small fighter ships that buzz like an angry swarm about their mother ship. Your craft can rotate around its axis and move forward, sometimes colliding with enemy ships – and as long as your shield survives, this quickly crushes them, though it can knock you off

After you've carved a pathway through the enemy fleet, the awesome mother ship glides into view and can be destroyed with bombs from your limitless supply.

CRITICISM

" Death Or Glory is an average

shoot-'em-up. The graphics are pleasant (excellent shaded background, twinkling stars), the limited sound is enough and there's some fun to be had, despite difficult controls."

"This could be rewritten as Death Or Boredom. The graphics are OK, the nasties aren't too nasty, the scrolling is alright, but talk about aimless missions... this isn't so much a shoot-'emup as an actionless bomb-'emdown."

"Death Or Glory has brilliant graphics, with some nice basrelief, strangely jerkless scrolling and the odd cute alien. But there's virtually no gameplay, Dispersing pretty bits of metal around space is fun, but the enemy force is pathetic; you're more likely to fall asleep than get killed."
BEN TOTAL STREET FRIELDS

Probably death, we think

COMMENTS

Joysticks: Cursor, Kempston, Sinclair Graphics: attractive and imaginative Sound: occasional booms **General rating:** all that glitters has not gameplay

Presentation 40°C Graphics 63% 94% Addictive qualities 00°C AG%



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in a galaxy far away "





D.R.I.L.L.E.R



pockets and placing drilling rigs in each of 18 sectors – using the solid-3-D, all-round-view system Freescape, which is used for the first time in *Driller* and is being promoted as 'the new dimension'.

The topography of Mitral is seen through a large window with controls beneath it. The Freescape system cart he likened to a large.

system can be likened to a large transparent bubble with the player printed at the centre. This bubble can rotate in all directions, allowing you to look out and examine objects at any angle, even from behind and betow. In *Driller*, think of the excavation probe you drive as the bubble.

14 months' work by Incentive's in-house design team has produced an environment of over 20,000 billion possible window. transparent bubble with the player

20,000 billion possible window views (though many of these are virtually identical, the result of only

a small shift in the angle of view), Information is priority-sorted, so one object can obscure another in true 3.0 perspective.

excavation probe Your controllable speed and turn angle (that means you can set how far each move will take you, whether it's a backward/forward step or a left or right turn). The main body of the probe can be tilted left or right, atevated or lowered to gain more visual information.

Mitral is made up of large open squares surrounded by walls, block buildings, steps, trenches and acid rivers. It is descrized. Laser beacons fire on you when they detect you; your probe's defensive shield gives some protection, but it's diminished by repeated bits. repeated hits.

To survive the probe can retreat out of range, get bohind the beacon, or fire upon it with your own targetable lasers. Some beacons can be neutralised by

severing their power supplies.
Orbital scanners also fire at you, appearing with an audible warning but there's little that can be done other than evade their attack.

For more mobile exploration the probe can dock with a reconnaissance jet, if it can be found. To be allowed into the hanger which houses this vehicle, you have to enter a building and there solve a puzzte (other puzzles in Driller when solved allow the use of a teleporter or provide other options). The jet is activated by docking the probe into its

"It's probably getting a bit boring, all this praise, but here goes: Oriller is one of the best Spectrum games ever. The graphics are amazing; for once the claims made by the publisher are surpassed, and Freescape really IS the new dimension! After a couple of hours you don't notice the jerkines of the graphics, either. And incentive's Major graphics, either. And incentive's Major Developments team hasn't relied on the graphics—Driller is a compulsive game. Once you've learned the basics, read the extensive! literature, and sorted out the first few drilling rigs. Driller opens up and you really can't put it down, dust trying to position rigs accurately is a game in itself, and Driller offers so much it's a must for any Spectrum-owner." in the jet, as in the probe, you can look all round, and have even more versatile movement; the jet can go up and down and fly above all but the tallest of Mitral's constructions. The craft can also land at will, and hover. But though its onboard lasers afford it some protection, the jet's limited shreld strength makes it vulnerable to

Throughout Driller, the controls beneath the main view screen give your probe's present position in xand y-coordinates, as well as altitude if you're in the jet. Using these coordinates you can pinpoint a dritting position and go back to it game after game; they also help in mapping the huge area of Mitral, and a 3-D blank cardboard model comes with the

game to help mappers.
Plan and side-view screens give further navigational support.

Laser firing, craft movement and

"There's just so much manoeuvrability and playability packed into Driller you can find something different every time you play. And it's an amazing achievement, considering that whenever you move all the graphics have to be recalculated and filled in again. Once you're in the jet the game turns into an equally brilliant flight simulation as you zip over walls and into complexes. The elaborate control system can be a bit of a nuisance at times — ence I ended upside down and the wrong way round in the middle of a shed somewhere and had to abort the game! But there's nothing to fault in Briller. It's the game of the year."

shield strength all depend on an energy supply, which can be restored by firing on two types of rubicon crystal found all over

But the object throughout is drilling. When a potential gas pocket is located, a drilling rig can be teleported down to Mitral's

pocket is located, a drilling rigican be teleported down to Mitral's surface and positioned. (You can't drill from the jet, though.)

Once the riginas penetrated the gas pocket, a read-out indicates how much of the gas has been released; if that's more than 50%, the sector is safe. Points are awarded for successful gas extractions, and you can call up information on the total amount of gas tapped and sectors made gas tapped and sectors made

if a drill is placed inaccurately, it can be teleported away again, though this eats heavily into the probe's energy reserves.

Once a sector has been made safe the next can be reached by travelling through doorways in walls, blasting obstructions, or

"'Freescape is the new dimension' — you'd better believe it. If you miss out on this you'll suffer. Judging from Driller, Freescape is going to have more success on the Spectrum than Uttimate's Filmation (the isometric 3-D technique first used in Knight Lore in 1984) could ever have had. And Driller is more than just a demo of a new technique (though it would be a brilliant one); it creates the strongest, most addictive atmosphere you can imagine. Driller: written now, but conceived for the future."

using a teleport.

And all the time, as you explore
Driller's universe of screens, time
is running out for Mittal — an
approaching meleor threatens the
voiatile gas-filled moon, You have
just four hours and eight seconds
(don't ask us why) to complete

A 32-page booklet explaining Driller and Freescape comes with the garne.

COMMENTS

Joysticka: Gursor, Kempston, Sinclair Graphics: a series of simple, monachromatic, static pictures — with realistic 3-D and a looking around' effect that comes closer to being there than any more detailed screens.

screens
Sound: spot effects
General rating: with a
stunning ilse of 3-D graphics
very challenging gameplay
and the fascination of
exploring a Freescape world,
Drillor is one of the best
games CRASH has seen

Graphics
Playability
Addictive qualities
OVERALL







Producer: US Gold Retail price: £8.99 Authors: Tiertex

ust when everyone thought a pedestrian's limbs were safe... back come the skateboarders in 720°, licensed

from an Atari coln-op.

One of these potential leg-amputators has been let loose in Skate City, and you control his every leap and movement. There are four parks in which this athlete can jump, climb ramps, run downhill or slatom. Points (and medals) are earned for each trick and with these our man can add to

his stock of tickets, which allow him to enter skateboard parks. But beware: the streets aren't safe for skateboarders. Speeding bikers zip along the highways, and any injudicious contact with one of these feather-clad road hogs temporarily knocks our hero onto feather-clad road

his butt and precious time is lost. There are also some ponds for him to fall into:

To compensate for these hazards, he can pick up dollar bills and earn bonus points by running over hidden locations.

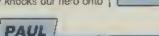
There are shops where better equipment, pads, boards, shoes and helmets can be bought to improve performance and earn extra points. To buy them, use the cash prizes you can accumulate for special stunts.

The position of all shops and parks can be revealed by activating one of the street-map pads, or by following the directionindicators

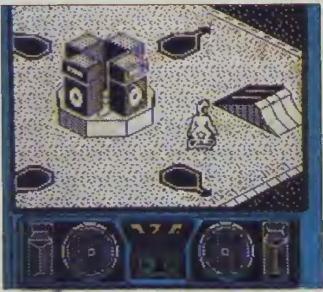
If the skateboarder wastes too much time shopping, or sitting immobilised on the floor, killer bees swarm after him on skateboards. Sanctuary can be

MIKE

" 720° is amusing and good to play the first few times, and it looks very Paper Boyesque. But it soon loses its appeal."



"Yeah! Now this is my kind of game. The inhabitants of Ludlow don't take too kindly to 'youngsters' rolling the streets at night, but now all my worries are over—I can have all the enjoyment of big-city skateboarding in the comfort of my own home. The play area of 720° scroils superbly, and it's filled with some great animated characters. It's very easy to get into, but as the game progresses the difficulty doesn't increase significantly—and attalctiveness suffers. Still, there's nothing else anything like this, and US Gold has set a superb standard."





sought in a park, but only if a valid ticket is held. Still, if he survives these beasts with a sting in their rear ends, your wheeled hero can like to elected with the deather. live to skate another day.

ROBIN

"I can't recall ever playing anything like 720°. The graphics are amazing, with effects such as break dancers and people having fights. It takes some time to get used to the control method, but once that's mastered it's plain skating all the way. My only complaint is that 720° could have been made harder; for instance, the ice parks could have become progressively more difficult. Fans of the arcade original will love this game, it's so playable and addictive - and it's one of the most imaginative to games emerge this year.

88%

> 720°; 'amazing graphics' in a coin-op conversion



COMMENTS

Joysticks: Kempston, Sinclair Graphics: realistic, with detailed and smoothlyanimated characters Sound: poor spot effects Options: trainer/advanced General rating: a playable simulation without much depth

Playability Addictive qualities OVERALL

FREDDY HARDEST

Producer: Imagine Retail price: £7.95 Authors: Dinamic

■irst there was Biggles, then there was 007, now there is Hardest . Freddy Hardest Skilfully posing as an astral playboy, our hero is in fact a counterespionage agent in this humorous arcade game written by Spanish software house Dinamic.

On leaving a party, Hardest crashes his spaceship on an enemy planet. To escape this hostile world he'll have to hijack a spacecraft, but first he must find the spacebase.

Freddy trudges across the lanet's horizontally-scrolling planet's landscape, doing his best to avoid a flock of attacking allens and human reptile mutants. To get him through this maelstrom of malevolence, Freddy is equipped

MIKE

"The graphics aren't as good as they might be and there's a little colour clash, after the first few attempts you get the feel of Freddy Hardest and it's very addictive. "

with a laser and a devastating

repertoire of high kicks.

He can also leap over the frothing lava mouths which obstruct his path.
When our titanium-tough hero

has reached the spacebase he can't escape to freedom straight away - first he has to decipher the Captain's code. Then comes Freddy's final task: he must fuel the ship by shifting nuclear energy cells, using the base's lift, and prepare for blastoff.

PAUL

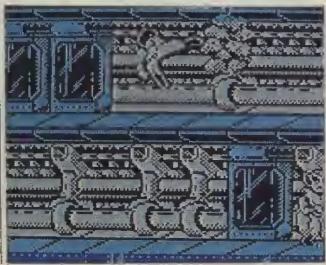
"It's good to see the Dinamic programmers improving with every game they bring out. Freddy Hardest is much more playable and enjoyable than their previous work for the Ocean/Imagine group (Army Moves (Issue 41), Game Over (Issue 44) – 54% and

Freddy bears an unbelievable likeness to the cartoon character Desperate Dan, but he makes the game. The first two levels differ enough to add addictiveness; the second level is very similar to Ocean's V (Issue 29), though it's more playable. It's

also more attractive than the first and the action is more intense. It's just as well Nick Roberts is promising the access code for the second level in the Christmas Special Playing Tips..."







NICK

" At the start of all the best games you'll find fantastic graphics and a great tune, arranged like the beginning arranged like the beginning of a film. Freddy Hardest is no exception, and here you get Freddy doing an impression of the roaring MGM lion! Freddy is quite well-defined and his hunky stance gives him the 007 look. The second stage, in the spacebase, is full of surprises, and though it's very like Ocean's V you'll get loads of fun out of this excellent game.

Graphics Playability Addictive qualities OVERALL

effective graphics

resentation

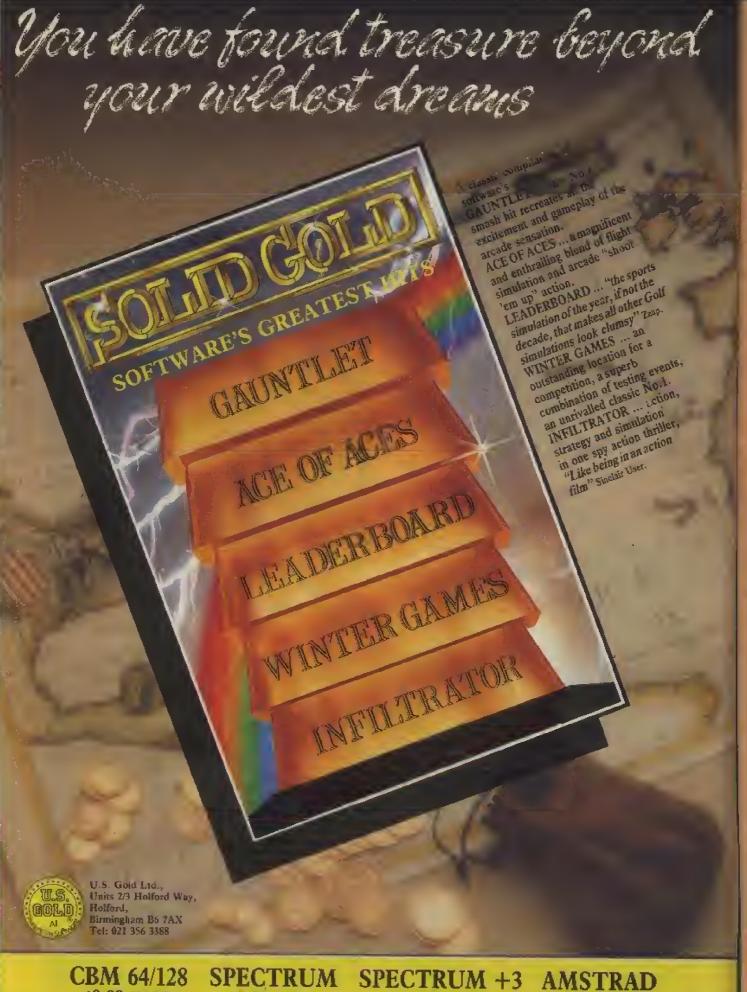
COMMENTS Joystick: Kempston Graphics: in both sections,

Sound: delightful title tune and spot effects Options: definable keys

General rating: Dinamic's bestgame yet is great fun, with realistic animation and

mostly divided Into monochrome areas to avoid colour clash; detailed

backgrounds



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A slightly shorter than usual Forum this month because of all the other articles competing for my defensible space (about which I'm very possessive). Pride in the quality of what you own is always so very important, I always think, and that's largely the the thinking behind the writer of this month's winning letter (attracting, as it does, the £30 worth of personally-chosen software). But I'll let Dominique do the talking . . .

MOUBIED BY BUDGET

Thave been reading your magazine for almost a year now, and it is by far the best Spectrum magazine

After reading Issue 45 however, I felt I had to write to you development of the software market regarding budget games, and also the letter by Anthony Daniels in your FORUM. Barnaby Page's faścinating article, provoked some disturbing thoughts in my mind.

Firstly, by pointing out that many full priced specialist softwere houses are branching into budget games, Barnaby began to worry

me slightly The most notable example is Hewson's new label Rack-It. Even their budget games are not much better than you would expect for under £3. If such a successful house as Hewson (I have all their games since I bought my Spectrum in December last year) is being forced to join the ranks of budget producers, times must be getting hard. It is my belief that top software houses such as Ocean, Activision and Elite—all mentioned in the article – will soon have to follow suit leaving the Spectrum games market consisting of

nothing but budget games.

I find this a disturbing prospect, as although the presence of more budget games might improve the quality, they would still not be able to match anything like the standard of today's full-price

Personally, I take pride in my collection of software, which does include budget games, but despite this, I would not be prepared to put up with lower class entertainment on my computer. No game can be played for ever, so I would soon get bored to tears with an out of date Spectrum and its games, which i thought would be a major part of home entertainment for several vears to come

I would be forced to change to either a 16-bit machine or to the new variety of games consoles, of which I find the Sega most impressive, which brings me to the letter from Anthony Daniels

Anthony made a point about originality in games. Original games are not necessarily good ones. I found The Sentinel very

tedious to play, and games like Exolon, Zynaps, Barberian and Enduro Racer all follow well worn themes but are nevertheless excellent games. This might just be because I am one of a new generation of Spectrum owners, but I Jon't really think so.

What makes unoriginal games good enough to buy is the ever improving standards of programming, plus those extra special touches and slight variations from the basic idea. The games consoles provide both original (World Runner, Metroid, Choplitter) and unoriginal (Out Run, Space Harrier, Gradius) games, and they all look good to

me.

Ii and when I convert to a Sega,
I will hang on to my Spectrum
anyway, as I believe that software standards will continue to rise at long as software companies takes heed of what people like myself are saying. (I know you will, won't you Lloyd?).

For the B-bit machines to flourish, the right people must provide the right games. The right games are the games that the average games-player wants, and we do not want poor versions of full-price games. That is what budget games really are, after all. Congratulations, Newsfield, on THE GAMES MACHINE.

Dominique Donalds, Emsworth, Hampshire

Thanks for your thoughts
Dominique, they have earned you some free software – for your
Spectrum . . . I would be wary of 'converting' to a console because it is a different beast. Think of it as an addition to your home computer rather than as a replacement.

I think full-price labels still perceive themselves as essential perceive triemseives as essentiated the general well-being of 8-bit computer games. Part of this is that they spend money advertising. Budget houses like Code Masters claim that they pay as much as a full-price house for development and programming, but can sell cheaper because the don't waste money on adverts. But I think Code Masters are overlooking the fact that, apart from informing the public of a product's release, advertising is vital to raising the general level of awareness and Interest in the whole games market (and leaving aside the fact that that helps fund magazines, which in turn raise the level of interest in the whole field).

But it must also be said that some of the scarifying about budget barbarlan hordes may be unfounded; the quality of budget games is improving dramatically, in Issue 46, for instance, more than half the budget games scored over 50%, though they're often perceived as 20%-30%. That issue two Code Masters games, Dizzy, scored in the high 70s and

this issue M.A.D. 's U.C.M. gets

As to originality, there are only so many 'stories' to tell. The trick, and the skill, really lies in the telling. And you are right; if this market only wanted the latest, most original concept going, then Zynaps would not have been a hit bit it was.

HALF THE BITS MAY BE BETTER THAN ALL THE BITS

Dear Lloyd, In the last couple of FORUMs many letters have praised 16-bit computers and new games consoles. These letters stated that Atari ST would become the 'new

Spectrum*. I strongly disagree.
The other week I bought
Renegade (128K), started playing
it and thought, 'Wow, this is
amazing!. The next day, my friend came up to copy my homework.

He used to have a Spectrum but he now has an Atari ST and his Dad has an Amiga. He came into the room and saw Renegade.
Immediately he sat down by the computer, picked up the joystick and started playing. I thought that he would get up and leave the game alone, saying he had much bettergames on his computer. But he didn't. He stared humming the theme tune and shouting 'You dle scumball' and 'I'm going to knee you in the nuts this time'

When I asked when he was going to copy my homework he kept saying: 'After the next game'.

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CRASH December 1987



Two hours later I had to drag him from the computer and send him home. He left without copying my homework, and he was still humming the theme tune the next day. In school he kept saying to me that Renegade was the best game he'd ever seen, better than all his games on both his Atarl and Amiga. He even mentioned something about buying a new Spectrum

This really goes to show that the Spectrum is not dead, but very much alive and well in the competition – which some people don't seem to think. So, to all those people who are thinking of buying an Atari ST or Amiga, I would seriously reconsider your choice Gareth Enticott, Braunton, N

There are two aspects here lif we forget that your friend sounds like rorget that your ment accurate the e foul-mouthed chealth; first that different computers (whether 8- or 16-bit) have their strong and weak points - many game styles work better on the Spectrum than they can even on an Amiga; and don't lorget, the Spectrum still has one of the factor to propose a Second of the fastest processors. Second, it's worth considering what Christina Erskine said in the last insue - that the power of 16-bit may make 8-bit programmers improve their product, in playability at least, No, the ectrum is very far from dead.

THAT'S ENTERTAINMENT

Dear Lloyd Ithink that the main reason that we buy computer games is being overlooked. Computer magazines (including CRASH) have been neglecting why computer games are being bought and, like a lot of Spectrum owners, have become preopercialled with spects of preoccupied with aspects of computer games that are not central to the main reason that we

buy them. We buy computer games to entertain ourselves. But is there an entertainment value percentage in CRASH or in any other Spectrum games magazines? Hal Not likely! Graphics and sound seem to be the only things that matter, not more long-term aspects such as plot and player involvement. (addictiveness etc), which i believe are much more relevant to the entertainment value of a game. I think it's sad when a technically better game is bought in preference to a game which has a better plot and offers more

Now I come to what I want CRASH to do about it. Don't let your reviewers be dazzled by beautiful sprites and boppy music; let them concentrate on how much they would want to play the game entertainment value rating would

Adrian Walker, Cork, Eire

I guess we don't think of rgoess we den't trink of entertainment as a separate entity because the whole review is about entertainment. Certainly the lasting appeal of a game is a prime consideration, although to be fair you can't expect CRASH reviewers to actually play any game for that kind of time to assess its real lasting appeal, or we wouldn't have any reviews done in time! Addictive qualities have to be assessed through experience and taste – an we can get it wrong now and then. LM

A SWIFT REPLY

lama very satisfied Disciple owner and I feel I should complain about several points in Simon Goodwin's review of Swift Disc in issue 44. His repetitive bickering about

Disciple's system file is misleading. Firstly be says that Disciple can manage slower drives but you must load in the system file. when you switch on. Personally I don't see the great hardship in typing RUN and enter when I switch on to gain the numerous benefits the use of a system file

Then he claims that even though Disciple uses 780K per disc (an increase of 140K over the Swift) it needs some of this for its system file. This is true enough, though he misses out that this file is under 7K and only the per disc.

and only need be on one disc.
At the moment Disciple costs
£15 more than Swift (though
Rockfort were selling it for £70 at
the PCW show). For that you get
the extremely flexible Centronics
printer port. This has totally printer port. This has totally standard connections and earl work even with non-Epson compatible printers as it allows you to change any of its control codes when you first set the system up which makes it more flexible than Multiprint.

Simon Goodwin seems to twist the fact that Swift's RS232 is non-standard into a good thing. He

the lact that owlf is No2021s non-standard into a good thing. He then says you have to send off for an adaptor costing £15 so that you can actually use it. This brings the price up to that of Disciple, which also has two network ports and an extra joystick port and therefore seems to be batter value for

Simon goes on to claim that Swift is easier to use than Disciple, How can typing a % sign be easier than typing a % sign be easier than typing a d? Swift does not seem to support Disciple's wild-card facilities either. Disciple also has other commands like PÖKE @, which is extremely useful and allows experienced users to set up interrupts and extended BASIC

commands amongst other things: Possibly the most Important thing of all is the Independent Disciple User Group which keeps us up to date with new software and hardware developments and regularly publishes very useful

programs and undocumented facilities of Disciple. Swift does not enjoy this sort of support.

I hope this has cleared up some

areas of doubt and in future please tell Mr Goodwin to calm down when he reviews a new product and not to instantly chuck the opposition out of the window. Shimon Young, Southend-on-Sea, Essex

One point, Shimon, which you overlook but Simon Goodwin made in his Issue 44 piece is; 'the Swift is . . . significantly more compatible with existing programs (than the Disciple).
Also, for the record, the main point of the CRASH review was that both Swift Disc and Disciple are preferable to the +3 as a Spectrum disk drive - though since that review was written
Romantic Robot's Multiface 3 has
removed one of the main
drawbacks of the +3. So too may
the new Disciple Version 3-B - see e news stem in Tech Niche.

OLDEN DAYS

Dear Lloyd, 1 am writing this letter to congratulate you and your staff tof course) on last month's magazine. It was great to see what CRASH

course) on last month's magazine. It was great to see what CRASH looked like in ye olden days. I do not know of any mag which has done this before you. Also the demo tape given free with the mag was an excellent idea. I could not believe how many demos were given after seeing a rival mag (no names mentioned) just give one game free with their mag.

Although not everything is fine with this magazine. The price of the mag is now £1.25. Why? As you have gathered this reader is not happy by the nse in PRICE (sorry but that word rings a bell). But I suppose you could reassure me by telling me that there will be more pages, more reviews, more previews, more brilliant Oli drawlings and more Maria. Whittaker (COR!). Well to change the subject once more here is my selection of favourite 128K tunes:

1. Nemesis The Warlock

2. Wizball

3. Zub

4. Amaurote

- Zub
- Amaurote Tai-Pan Saboteur II
- Neverending Story (A Bugging

Stephen Price, Great Barr,

(That's enough Maria Whittaker. -Man Ed) She sure is enough, and thank you for the tunes. I think the reasons given for the rise in price in Issue 46's editorial are clear an issue to sealthing are clear enough, and unfortunately the rise was essential. If you want to compare CRASH to other magazines, still at £1, then I think you can say you already get more than they regularly offer. The real point is, though, that they almost certainly won't stay at a £1 for very

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RETURN TO SENDER

Well-presented, forthright, ahead of the others by leaps and bounds, Intelligent, innovative, what can I say - my admiration knows no

bounds. But enough about me.
I'm glad to see that CRASH
magazine is becoming more honest fun every week with loss of that sensationalist yucky violence I was on the verge of complaining

Jam very disappointed as I have written to your magazine several times and never had a letter printed. In fact I was so sure you wouldn't print those letters that I didn't send them. However, having boosted my ego at the beginning of this letter I may post

Isn't it just typical, I know I had something important to say about the state of the computer industry and the amount of official arcade coin-op conversions on the market, or the lack of imaginative ideas llooding the market, or was
it Alan Sugar taking the Spectrum
devotees for £249 before

devotees for £249 details admitting he always intended the +3 to cost £199. No I think it may have been the lack of disk-based software for the +3 which means you have to buy a tape recorder as well or was it the sensationalist yucky violence in the industry after all. No, it's gone clean out of my mind so maybe I won't send this letter aither

Rubber Ducky, Nick Thompson, Ponterwyd, Dyfed

Well in that case I won't reply to LM

SAMPLED UNDELIGHTS

I'm going to start with something which will probably be the subject of about five million of the five million and two letters you receive this month—The CRASH Sampler. I have mixed opinions on this subject. Anything that's free(ish) has got to be good, but personally little than a name of the care. I'd rather have one complete game (eg. Your Sinclair's Batty), than a C15 full of rubbish that, in the main doesn't do anything. What was the point of the Slaine thing? Was that means to encourage me to buy it?

Staying on the subject of free gifts, this 3-D worst coming up next month, with the 25p price increase. I think it shows guts to put the price up before the other mags, but are all these free gifts really necessary? Surely as the most popular Spectrum mag, your reputation should be enough to get people to buy CRASH, Having seid that, and being an admirer of Oli's work (And a hypochtel), I'm looking forward to the feature. From the future to the past, and

still (sort of) with the subject of free gifts. The CRASH History feature. I like it, what more can I say?
Just to prove that I have got two

brain cells to rub tegether, let me tell you about an idea I've Just had (No 'beginner's luck' jokes!). Why not have an index of games hacked, as well as the Index of Reviews and the Index of Advertisers (Or even instead of the

Going back to Oli and his artistic talents, i think that the work he did on the Game Over advert shows that he has pride in his work, and puts his all into his job. Or he was

creeping for a pay rise Are you married? If so, do you have any kids? If so, do they wear little paper bags on their heads? I think you could start a new craze. The mind boggles at the possibilities

In reply to Maria Lyne's letter about the safe limit of staring at a TV, after less than a year of having my Spectrum, having used it only slightly more than most people would (being an amateur programmer), I could no longer

see more than a blur of anything that was more than about a metre in front of my face. By the time I realized what was happening, it was too late, but I can't see any way of preventing things like this happening if you are sat in front of a VDU a lot. I didn't even have the opportunity to use a computer for eight hours a day, still being at school, and it happened to me.

I totally agree with Michael Thomas, except on the point of 16-year-olds being naive on politics. I'm a 13-year-old, and I'm not naive on politics, so he must live a pretty sheltered tife (Mind you, he

does live in Learnington Spa...)
And lastly, don't you listen to
that Jon Ritman bloke! You must
stand by your opinions! If you
thought Match Day was rubbish,

Still, I've run out of points, jokes, ink, paper, electricity, food, beer shandles and just about everything else, so I'll sign off with my cheap Salnsbury's Rollerball, leaving you with the cryptic comment: Glad you learned to count over 25; when you can count to 50 they might make you Ed... Daniel Brice, the only literate Bristolian since 1952 (we're a dying breed), Kingswood, Bristol

The Sampler, judging by letters, obviously encouraged many to buy, buy, buy – and incidentally it was a C31, very expensive. The Man Ed (just turn another Page) tells me that there il be a complete index of POKEs, tips and maps in Issue 49, following on from Issue 48's index of games reviewed. I never said we said Match Day was rubbish, I said we didn't quite make it a Smash. Further, how could I see if the kids had paper bags on? I can't look down through those holes. And then, what comes after 497 LM

STRAIGHT FROM THE CHART

Dear Lloyd, fam writing to you with my top ten tunes on the good old Spectrum 48K, So, let's not hang around; here they are:

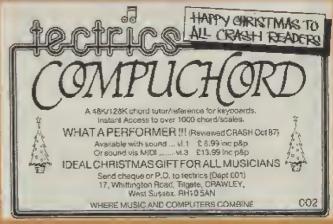
- Trantor the Last Stormtrooper
- Chronos
- Agent X Robin of the Wood
- Nodes of Yesod Pre Ski Simulator
- Exolon
- Angleball Well, now that's over with, how about a chart for loading screens! My top five would be:-
- Athena Mean Streak
- Road Runner
- Robin of the Wood
 Renegade
 That's all for now and keep on CRASHing

Michael Turner, Stoke Gabriel,

I'm not sure whether the activity of writing for CRASH constitutes CRASHing, Which reminds me, I was once asked why the name CRASH was though of for a magazine – the answer was magazine – the answer was simple, after being turned down by an airline for theirin-flight courtesy magazine, by the National Bus Company for similar reasons, by the Financial Times as their colour. supplement and because we couldn't really become what Franco Frey most wented – a new bright and hopeful car magazine, what else was left? You got it -computer games. C'est la vie. By the way, how about a chart of Your Top Ten Contrived Spectrum Subjects For Charts?

So much for December (or actually, not quite as much as usual because there are so many other items in this issue that I've been 'compressed' (it's an editorial Jargon word implying that normally you're long-winded and verbose ~ 'what me', I hear you cry - I do, don't !?). The address to send your Top Ten Contrived Spectrum Subjects For Charts to (plus anything eise you can think of that might make a letter) Is: LLOYD MANGRAM'S FORUM, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. Next, it's Unristmas ...





N·E·W·S

ALAN SUGAR'S much decided notion of several games on a +3 disk has come true with Martech's Four Top Games. On one £14.99 disk are the new Skiline (Teview next) issue), Outch 23 (56% Overall in Issue 43), Nemous The Warlock (61% in Issue 40) and Pulsator (66% in Issue 42,66%) – that's Just £3.75

Even cheaper is budget house Phate Software's *Pirate 3 +3* at £9.95. Titles

on that are Call Me Psycho (47% in Issue 46), Holiday In Sumaria (16% in Issue 46) and Smash Out! (11% in Issue 46). Software Publishing Associates, Pirate's parent company, is also putting-tul-pricess like Erik, Phantom Of The Opera (based on Gaston Leroux's classic horror novel, and out November 27) on +3 disk – at a two-quid pre-inlum. That one's £9,95 on disk but just £7.95 on tape.

US Gold has also announced its support for the new machine with Gauntlet, World Class Leaderboard and Outrun due for disk release before Christmas at £12.99 each

And on the utilities front, Tasman's wordprocessor Tasword's available for the +3 at £19.95. It's 'the most comprehensive version of Tasword ever released for the ZX Spectrum, the map

Backing up Amstrad boss Sugar's scheme to make disk software viable— the actual three-inch disks are pricy; at £1.75 each earlier this year, and having just one game on each westes pounds worth of memory – Martech's David Martin said 'we believe people who buy

DK GETS

RAM ELECTRONICS has taken over DK'Tronics's products. The manufacturer of the Music Machine has

acquired all rights to manufacture and sell DK Tronics branded products and is now the sole owner of the DK Tronics brand name, an official statement said. Ram assures buyers that DK Tronics

products will continue to be available

the +3 will be looking for good quality titles in a single value-for money pack-

age".
Meanwhile, despite being called the 'Arthur Datey of the computer world' on a late October Wogen show. Sugar has other reasons to be pleased — his Amstrad was латей 'Britain's fastestgrowing company' by Business

The survey of 500 top firms showed that in the year 1986-87 Sugar's electronics grant, which bought the rights to the Spectrum from Sir Clive Succlair's Siriclair Revearch in April 1985, had a turnover of 2304 million — that's 123% and last year.

up on last year. £75;284,000 of that was profit (be re tax), making Amstract the country's 107th most profitable company too.

Amstrad Chairman Alan Sugar: 'Arthur Datey of the computer world'



CHILDLINE JOINS COMPUTER CHARITY CROWD

ESTHER RANTZEN'S charty for children in danger, Childline, is appealing for secondhand software. to raise funds for a free year round telephone service for children in need.

Software donations or enquires should go to: The Software Appeal, 4 Klimartin Lane, Carloke, Lanarishire ML8 SRT Childline's appeal comes just after the release of Kidsplay on the Back Pack label, a charity compilation which: organisers hope will raise £270,000 for the National Society For the Prevention Of Cruelly To Children (see CRASH news story in Issue 4.3). The Back Pack team raised over £1,000 of that on their stand at The PCWShow though trade reports suggest it's not been as successful as previous

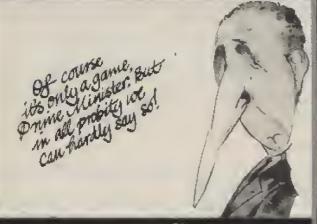
software fund-raisers
Also at The PCWShow was a Jensen car covered in Domark logos, which took part in a "treasure hunt" from London to Monte Carlo – sponsored by Domark as part of a fund-raising event affed An Extremely Trivial Pursuit, It

didn'i win, but contributed to the £30,000 raised to help drug-users at the Landon-based Chemical Dependency Centre.
The Worcester branch of the Cancer Research Campaign is hoping to involve celebrities in its 72-hour invoive celebrates in its 72-hour nonstop game-playing marathon on December 18 – and any champion keyboard-bashers strong enough to take part should contact Mrs 8 Ludwig at 4 Atheistan Road, Worcester or ring Worcester (0905) 354109.

And those 75,000 Micronet and Preside reduced are building to the

Prested networkers are tuned in to the chanty act too – organisers of the TV and radio Children in Need appeal on November 27 will be connected to both, and to information Technology

There'll be donations and auctions on the networks: viewers can see Wagan's pretty face or Sue Cook's prettier one giving assuming total of the cash as it comes over the lines. CKRIS HOLLAND



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FROM SCREEN TO SCREEN-TVAND FILM TIE-INS

Tie-ins - dontcha just love 'em???!!!

From The Hobbit to Judge Death, from Invasion Of The Body Snatchas to Star Wars, games have been based on books and films and comics and cartoons and TV series and famous names and - well, just about anything you can buy a licence to.

Successful tie-ins translate a passively readable or watchable story into a playable game. But others are rip-offs, simply using a famous name to boost sales.

ROBIN CANDY's been through them all, and in this first half of a two-part article he reviews the film and TV tie-ins.

Next month: tie-ins with books, comics, cartoons and celebrities, plus some that never were.

HEY'VE been around a while, in early 1984, a flein earned CRASH's
Game Of The Month
award for the lirst time:
in Blue Thunder (90% Overall in
Issue 3), which had been both a
film and a TV series, the player controls the infamous jetcopter and has to rescue prisoners by destroying a reactor and thus switching off a force field. Neither game nor TV series has any real plot, and I have to admit I was disappointed with it. But programmer Richard Wilcox, whose company Richard Wilcox Software published Blue Thunder, went on to cofound Elite – source

went on to cofound Elite – source of many tie-ins.

In Issue 8 came Compuscund's Block Buster (76%), a quiz game derivative of the TV series of the same name. It's quite fike Trivial Pursuit, with the player answering general-knowledge questions. Fans of quiz games enjoyed Block Buster, but it isn't well-presented even for its time.

Block Buster wasn't on general release for long, because it wasn't officially floensed, and after legal action the game was withdrawn. Later it reappeared as Wender Bender, and in early 1985 a licensed and improved version was released by Macsen Software (82% in issue 13).

Richard Wilcox Software had specialised in licensed games from the very start, and firer.

specialised in licensed games from the very start, and after members of the Wilcox family had set up Elite Software the new company released The Fall Guy

(76% in Issue 12). The player controls Colt Seavers, stunt-man hero of the TV series. In the game, a low budget for Seaver's productions means all the stunts have to be pulled off as quickly as possible! it's okay, and compared to some of Elite's other tle-ins The Fall Guy does have a connection with its origin.

A few months later Elite gained a real fie-in Smash with Airwolf (90% in Issue 13), based on the high-tech TV series – but only just. The game follows Stringfellow Hawke's attempts to free five top US scientists from a subterranean base, and the player guides the helicopter through the caverns. It is a good game, but has very little to do with the TV series other than involving a helicopter.

ZEBEDEE MEETS **GHOSTBUSTERS**

Magic Roundabout used to be compulsory viewing in late afternoons, and the antics of aremoons, and the artics of Zebedee et al were a joy to watch, CRL snapped up the licence. The star of the game (51% in Issue 12) is Dougal, who has to build a house by pushing sugar cubes around the screen before bedtime. The graphics are nice enough, but the game doesn't recreate the atmosphere of the TV series, though Magic Roundabout was obviously almed at the younger games-players.

'I ain't afraid of no ghost' went up the cry in issue 13 as Activision released *Ghostbusters* (60%), which the company claimed was the best-selling game ever, (it's sold over 250,000 copies, though this year Ocean's film licence Top Gun has almost overtaken that.)
The Commodore 64 version had been a big hit (like the film comedy), largely because of the incredible soundtrack and speech; the game itself is very easy to complete and not addictive. The object is to clean the city of ghosts, picking up and using such objects as a ghost vacuum! The gameplay is closely based on the film, but there's so little to actually do that Ghostbusters is boring and toses all its attraction without the

all its attraction without the soundtrack.

In April 1985 Efite released another TV tie-in, The Dukes Of Hazzard (63% in Issue 15). Set in the southern USA, like the series, the scenario has Boss Hogg threatening to take General Lee from the Duke boys unless they can come up with the \$5,000 they owe him. Coincidentally, a race is announced with the prize money at \$5,000 so the Duke hove priter it. at \$5,000 so the Duke boys enter it in a bid to keep General Lee . . . meanwhile, the police are out to

stop them.

The Dukes Of Hazzard is basically a variant on the well-worn Moon Buggy games. And it's rather a bore, with reasonable graphics but no addictive gameplay. This tie-in is a bit of a gimmick: remove the scenario and there isn't much, except the General Lee graphics, to connect the game with the TV series.

Quicksilva's licensed computer game of 20th Century Fox's film Fantastic Voyage (78% in Issue 16) takes the player swimming inside someone's body, trying to destroy a malignant growth and collect the pieces of a miniaturised submanine to get back out of the

submarine to get back out of the body before time ran out. The 1966 film was about a group

of doctors miniaturised so that of octors miniaturised so that they could journey around a seriously ill scientist and repair the damaged body (a remake called *Inner Space* Is in the pipeline – or should that be the aorta?). The game follows the film in many areas, though it's nothing special.

DODGY DEALINGS

Journeys around the body may seem a strange basis for a game, but the hit TV series *Minder* was Just as unlikely a candidate for conversion. The only way to base a game on the TV series would have been to include plenty of dodgy dealings – and that was exactly what DK'Tronics's *Minder* (75% in Issue 17) involved. The player controls Arthur Daley in a 15-day spree of wheeling and dealing, trying to make as much profit as possible.

As an adaptation of the TV series Minder is very good, featuring most of the main characters

(including Sergeant Chisholme, always on the prowl at the Winchester Club); the only letdown is that Terry McCann, the delivery man, only plays a minor role. Programmer Don Priestley made Mindar interesting, giving the characters memories so you have to treat them correctly if you want to make deals with them. But want to make deals with them. But it doesn't hold the interest for long.

Adventure International jumped into the film-licensing market with Gremlins (Issue 17; an adventure, so no percentage), an official tie-in with Steven Spielberg's hugely successful family movie. With the eid of cute little Gizmo, the player has to annihilite the Gremline. has to annihilate the Gremlins running riot in Kingston Falls. Programmer Brian Howarth

added extra scenes to the main parts of the film to make it a little harder, but knowledge of the film

is a great help, especially in the opening sequences.
The astounding thing in Gremlins is the very high-quality graphics, with occasional application addition to the animation adding to the atmosphere. The graphics also serve a purpose, giving clues which aren't in the text. It's good without being outstanding, most enjoyable if you've seen and liked

VERY CLEVER, BUT NOT CLEVER ENOUGH

Inevitably, James Bond eventually found his way into the bowels of a computer in the summer of 1985. The suave secret agent's high-speed adventures lend themselves well to a game, so Domark snapped up the licence for A View To A Kill and Bond made his Spectrum debut in Issue 18 (scoring 76%), at much the same time as the film appeared.
The game of A View To A Kill is divided into three sections, each

based on an action-packed scene from the film. In the first Bond is driving around Paris Irying to locate the place where the assassin May Day will land; in the second, set in San Francisco, second, set in san Francisco, Bond must rescue himself and his girffriend Stacy from a burning building, and in the third Bond enlists May Day's help, attempting to find a bomb and defusing it.

These subgames were based on episodes in the film, but the effect is disappointing. A View To A Kill isn't really action-packed, and poor presentation reduces our here to an unrecognisable stick

Bondappeared again earlier this year in Domark's *The Living Daylights* (63% in Issue 43), at the same time as the film, which was much hyped because of Timothy Dalton's debut as Bond, it's split into eight levels, loosely based on the film's action sequences; but they're all very similar, with parallax scrolling which messes up the nice graphics. And though much of the film is there,



Flash Gordon, how not to treat a superhero

somewhere along the line its

atmosphere was lost. Of course the Bond films are themselves 'tie-ins' with lan Fleming's Fifties novels and stories, though today the movies are better-known.

HOW TO SHOCK YOUR GRAN

CRL brought The Rocky Horror Show (79% in Issue 18) out of the late-night cinemas and alternative theatres. A cult stage play and film in the States and Britain, The

In the States and Britain, The Rocky Horror Show centres on the adventures of the all-American wimp Brad and his girlfriend Janet in the home of Dr Frank'n Furter, a 'sweet transvestite from transsexual Transylvania'.

The game Is in the same madcap style as the stage show (where people in the audience dress up as their favourite Rocky Horror characters and shower the stage with items such as Kit Kats) and film, though it doesn't stick to the story.

the story.

The player can choose to be either Brad or Janet, but it doesn't really make any difference; whichever character you are, you have to collect parts of the De-Medusa machine to free the other one. If time to sout the house

ene. If time runs out the house blasts off into space (told you it's madcap...), ending the game. There's not much to *The Rocky Horror Show*, it's enjoyable but easy to complete. Still, it recreates the atmosphere of the show right down to the Timewarp dance, just a jump to the left...

There was another kind of bizarreness in Issue 18 in Tynesoft's *Super Gran*, based on

the TV-series exploits of the jet-powered geriatric, It was a terrible show and the game (43%) followed suit, with very low-resolution graphics and awful sound. And it wasn't really connected with the TV series – the tle-in seemed like an excuse to boost sales of a very poor game.

BUCK ROGERS IN THE TWENTIETH ISSUE

Space adventurer Buck Rogers was a superhero of low-budget films in the Thirties, but US Gold's licence Buck Rogers And The Planet Of Zoom was unsuccessful on the Commodore 64 and the

on the Commodore 64 and the Spectrum conversion in autumn 1985 didn't do much better, making just 67% in Issue 20. The player pilots Buck's speceship through five progressively harder levels, destroying anything that happens to get in the way. There's no link with any Buck Rogers story – a pity, because the character provided plenty of scope for a good name.

provided plenty of scope for a good game.

US Gold returned to screen licences with Zorro (53% in Issue 26). Originally a swashbuckling hero of Thirties pulp liction, Zorro had starred in a series of Bruovies, a TV series, and comics. The 18th-century swordsman made a living out of defending the innocent and upholding justice, like Batman but without the high-tech gadgetry and rubber-shark repellent – instead he made do with his trusty foil and left 'Zorro' emblazoned on the backsides of fat Mexicans. fat Mexicans.

The game wasn't terribly good, though it kept to the spirit of the shows, with plenty of swordfighting and the odd puzzle. But the idea was let down by poor presentation and thin gameplay.

5, 4, 3, 2, 1 . . .

Thunderbirds are go! The TV puppet series beloved of many came to the Spectrum as a Firebird cheapie, but *Thunderbirds* (64% in Issue 23) revolves around the high-tech Thunderbird rescue validies themselves release. vehicles themselves rather than

A group of Egyptologists
trapped in the deep recesses of a
tomb manages to contact
Thunderbird 5 (the one in space), which in turn scrambles Thunderbirds 1 and 2. But after the excellent demo of the two Thunderbirds' blastoff, the game reverts to a logic puzzle—strangely compelling, but not living up to expectations created by the name Thunderbirds.

Thunderbirds.

The Neverending Story was a great idea for a movie, but the German film of 1985 is let down by poor scriptwriting and acting—and Ocean's adventure (7 out of 10 in issue 26) is atmospheric but flawed, too. As the hero Atreyu, the player is sent to save the land of Fantasia and its Empress from all-Faritasia and its Empress from all-consuming nothingness (sounds tike a night on the town in little Ludiow - Man Ed). Knowing the film does help in playing the game, but it's not essential, because the problems are logical enough. There's not much logic in Ocean's Rambo (79% in Issue 26) – like the film, it's distinctly lacking in plot. And unlike the film, the

game can't hide this with special effects. Rambo followed the film's theme: the eponymous American soldier played by Sylvester Stallone on the screen kills anything that moves, and rescues some poor bedraggled prisoner. Extra weapons such as a bow and a rocket-launcher annihilate the surroundings as well as the

enemy.

Rambo plays exactly like a

Commando variant, though it's
not as good as Elite's original;
when you conside disappointing, when you consider all the other ways to go about portraying a mindless killer.

BRUCIE, MAX AND THE ELECTRIC SHEEP

Fortunately game shows don't get converted into computer games that often, but Britannia Software brought Play Your Cards Right (38% in Issue 27) to the Spectrum, following the TV show very closely—though the player is only subjected to the odd glimpse of Bruce Forsyth, It's a fair. Bruce Forsyth. It's a fair representation of the guessing-game show, but there's not much to do, and as there are no real prizes the hysteria of the TV series limit varieties. ust vanishe

Just vanishes.
CRL couldn't get the licence to the 1982 luturistic film Blade Runner (itself based on Philip K Dick's novel Do Androids Dream Of Electric Sheep?)—so the software house picked up the licence for the soundtrack! But the game did bear uncanny similarities to the film. For instance, in the game the 21st-century bounty-hunter has to hunt down replicitorids, manufactured hunter has to hunt down replidroids, manufactured organisms that resemble humans and have been banned from Earth, white in the film Harrison Ford is on the trail of deadly replicants.

Blade Runner (the game – 58% In Issue 27) consists of locating the replidroids, chasing them through the streets and destroying them before they cause too much

before they cause too much damage. It's boring and repetitive, but the title-screen music is very

Almost two years before Blade Runner was released, CRL's War Of The Worlds (46% in Issue 7, a dull and primitive arcade adventure) had also been based on music – on Jeff Wayne's LP version of the H G Wells novel, rather than the 1952 film or Orson Welles's famous radio broadcast!

A computer-generated TV megaster had to come to the Spectrum screen sooner or later,

megastar had to come to the Spectrum screen sooner or later, so in the early summer of 1986 Quicksilva released Binary Designs's Max Headroom (85% in Issue 18). It's not really based on the TV series, having more in common with the TV film that introduced us all to the stuttering pundit. The player controls ace TV reporter Edison Carter on a mission to rescue Max Headroom from the Network 23 TV station, avoiding security robots and

from the Network 23 TV station, avoiding security robots and cracking entry codes.

On rescuing Max, you're treated to a few digitised words from the pixel star himself. It's a good game, but a strange implementation of a tricky subject: after all, Max is little more than a wiseccarking chat-show host. wisecracking chat-show host.

ATTACK OF THE KILLER TIE-INS

Attack Of The Killer Tomatoes is universally held as one of the worst movies ever made. But Global movies ever made, but Global produced a very good game of the film (89% in issue 28); like the original, it focuses on Wimp Plasbot's attempt to rid the planet of mutated vegetables. It's a 3-D room game in the same style as Kright Lore, and bears more than a few similarities to Ultimate's earlier Smash.

a few similarmes to commoto cariier Smash.
Michael J Fox made his
Spectrum debut with help from
Electric Dreams as the star of Back
To The Future (42% in Issue 28).
Like the American film of 1985, it's
chauten American kid (Marty Uke the American film of 1985, it's about an American kid (Marty McFly, played by teen freart-throb Fox) who, thanks to a mad professor, gets transported back to the Fillies – to the time that his parents were getting together.

Mucking about with the past has huge consequences, and Marty almost afters the course of history so his parents don't meet—then he has to spend most of the film making sure they do get together.

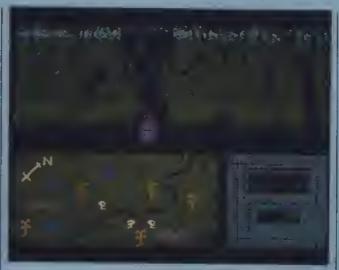
making sure they do get together. In the game you control Marty, and must make his future parents and must make his future parents spend as much time together as possible so love will run its true course and Marty will be born in the future. Your success is gauged by a family photograph, almost complete when you're doing well, Back To The Future makes sense if you've seen the film, but poor programming and presentation let it down tramendously. The idea

tremendously. The idea, especially the use of Icons, was good but badly implemented.

GIVING IT THE V

Lalways liked the first series of V, TV's saga of everyday aliens, but the second killed off most of the the second killed off most of the cast and degenerated into nothing more than a space soap. In Ocean's game (70% in Issue 29) Michael Donavan has managed to board the alien mother ship to plant bombs and wipe out the visitors; but Diana, leader of the lizard-like aliens, has sent out her robot armies to thwart you (for it is you.)

There's not much to do in this horzontally-scrolling game, and V seems to have very little connection with the TV series: for a start, there's no sign of the



eponymous visitors. It's a shame Ocean couldn't have made more of V, because despite being a laughable programme it provided

Ones from Orpheus, based on Adrian Edmondson's madcap TV comedy, in the same month as V(it got 42%). The player chooses licence didn't even raise a whimper and earned only 32% in Issue 29.

issue 29.
It follows an from where the first film left off: at a camping resort you have to save the other campers from the psychotic Jason before he bumps them and yourself off. However, even the chain-saw-wlelding failed to impress. This crude game with list errible graphics is one of the worst tip, inc. graphics is one of the worst tie-ins ever.

Several months after it was first advertised, Ocean's Knight Rider made a somewhat undramatic entrance at the Towers, Michael Knight and Kitt are united in their Knight and Kitt are united in their battle against terrorists out to start World War III – but since nobody knows where the terrorists actually are you've got to drive around America like a mad thing collecting clues. It's a drab game, not much like the TV series, and the reviewers thought the yearlong wait wasn't worth it; Knight Ridar got just 39% in Issue 34. The following month, Ocean finally pushed out a complete



plenty of scope for high-speed

CRASH reviewed The Young



which of the four characters he wants to be, and from then on all you have to do is collect that character's belongings, selecting commands from a list of choices such as 'waik' and 'talk'. There's not much unusual in The Young Ones apart from a lew swear words, and like the gameplay the tie-in is virtually nonexistent.

'THE ONE YOU'VE BEEN SCREAMING FOR'

After a blaze of hype that lasted ments and hundreds of freeble plastic knives, Domark's Friday The 13th was finally released in the summer of 1986. The 1980 honor film (and its four sequels) had scared many people, but this

version of Street Hawk after an 18month wait (68% in Issue 34).
There are two stages: the first consists of riding down the high street killing car-loads of criminals but avoiding innocent bystanders, and the second stage is a Missile Command-style shout-out at a liquor store,

Street Hawk is very simplistic, like the story lines of the TV series. Graphically it's above everage, but the lack of screens and action let the game down tremendously.

The game down tremendously, ineverrated Steven Spielberg's film Goonies very highly, the special effects are good, but there's no excitement in the plot. US Gold's ficensed version turned up a year ago (60% in Issue 35). It's essentially a platform game where the player guides two Goonies to a secret exit at the other side of the sorger, but properation, it the screen, but cooperation is the

name of the game; your two Goonies must interact with each other for the mission to be successful. Geonies is a straightforward platform game with very little to do with the film.

MORE FROM THE SILVER SCREEN

By 1986, software houses were bidding for the game rights to any big film release as soon as it appeared. A few months after the appeared, A rew minims after and film Cohra, Ocean's game appeared (93% in Issue 35). The player has to rescue top model lingrid Knutsen from a band of deadly kilfers and the Night Slasher, but to start with you haven't any weapons and your sole means of defence is your deadly head butt.

deadly head butt.

Considering that the main leature of the Stallone movie is kitting. Ocean's game is a very good conversion – mindless but enjoyable, in much the same style as imagine's Green Beret but far better. And the music is some of the best ever created for the sound-starved Spectrum. Cobra made up for Ocean failures like Street Hawk and Knight Ridar. Sequels tend not to be as good as their originals, but with the Illim Aliens director Ridley Scott

managed to Improve on the groping formula that had made Allen a huge hit. Electric Dreams acquired the licence, and Mark Eyles designed the game, which conveys the Frantic pace and torro that the film portrays so well. The strategy elements are nicely offset by an arcade pace, and Aliens would have been a Smash but for the few idiosyncrasies that the reviewers felt flawed it. Just this month, Electric Dreams

released the US version of Aliensthere's a (not very enthusiastic) review on page 14.

THE FLOODGATES **OPEN**

Issue 37 is an issue of licences, most from Ocean. Highlander (57%), based on the 1986 film starring Christopher Lambert, portrays the battle through the ages of a group of immortals in competition for The Prize. By virtue of their immortality, they can only be killed by being beheaded . . .

Ocean's game leaves out most of the film's story line and centres on the fight sequences instead. In the game McLeod (the Lambert character) has three opponents to defeat before The Prize can be his, each one harder to kill than the previous; the Canvas programmers produced nothing more than a beat-lem-up with şwordş.

The need to load each opponent ne need to load each opponen separately is annoying, and graphically Highlander is very clumsy: the programmers used extended pixels, making the characters appear blocky and awkward. The two-player option is one redeeming feature, but Highlander falled to capture the movie's spirit.

Also in issue 37 Ocean's Tori

Also in Issue 37, Ocean's Top





life TV mayhem is untranslatable to the computer.

Gun was a Smash at 90%. Again, the game neglected the story line of the film (much of its success had been due to pin-up star Tom Cruise), and the main connection between the two was F14 combat planes. But the quality of the product made it more acceptable. Top Gunis a flight simulator with

more gameplay than others of its ilk—the object is simply to blast your opponent out of the sky. your opponent out of the sky. Programmer Mike Lamb uses spfit-screen techniques to depict the cockpits of two opposing aircraft, and the two-player head-to-head combat option is the real highlight of this enjoyable tie-in. Ocean's final licence of the month was It's A Knockout (39%), which presented five wacky.

which presented five wacky events including flan-flinging followed the theme of the notorous TV series, with all those games to make the players very wet or very messy and sometimes both. It's A Knockour is played like Ocean's Daley Thompson sports simulations, though it's hardly so enjoyable – this tie-in is quite close to its original, but perhaps the real-

RECENT HISTORY

The film licences have been divided fairly evenly between Electric Dreams and Ocean, the former bringing on Big Trouble In Little China (67% in Issue 40) just

The high-speed action film directed by John Carpenter (best known for spooky thrifters like The Fog and The Thing) relates the rescue efforts of Jack Burton and Wang Chi, whose green-eyed girlfriends have been kidnapped by the skinless Mandarin Lo Pan. In the game the player controls three characters, each with

different abilities, one at a time; the heroes Jack Burton and Wang Chl and their friend Egg Shen.

Big Trouble In Little China Is basically a beat-em-up with a few extras, and it's not as funny as the film. As In Cobra, the best thing is the music. the music

At much the same time, Ocean released Short Circuit (71% in Issue 40). Like the film, it chronicled a robot's attempts to escape from a bunch of scientists who want to pull it apart and discover how it's assumed human qualities. Short Circuit'is divided into two separate sections, the first a collecting game and the second an arcade dash – both enjoyable, though they have little

enjoyable, though they have little to do with the actual film.

Grange Hill, Phil Redmond's hit TV series of everyday comprehensive life, became an adventure from Argus Press Software (70% in Issue 40). As Software (70% in issue 40). As Gonche, you try to retrieve your Walkman from achool after it's confiscated in a lesson. The programmers tried hard to avoid Grange Hill being pigsonholed, combining both arcade and adventure elements.

But considering that five programmers are credited,
Grange Hill is duil and a great
disappointment, despite being
based on a Grange Hill story.
Activision's Howard The Duck
(61% in Issue 41) cast the player

con % in Issue 41) cast the player as the eponymous duck, with a mission to rescue Phil and Beverly from the clutches of the Dark Overlord. The game closely follows the main sequences of the film—which isn't much good in the first place. first place.

first place.
Finally, Flash Gordon, the 25thcentury hero of Thirties comic
strips and films, got his own game
this summer. But graphics and
gameplay are appalling in
M.A.D.'s version (42% in Issue 43),
where (as usual) Flash has 24
hours to save the earth by getting
through several levels and
defeating the merciless Ming. It's
a shame such a well-known hero
is represented so crudely – but is represented so crudely - but then it's a strange transition from screen to screen, and tle-ins have always been a mixed blessing.



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THE GODS OF WAR

PRODUCER: Nebula Designs

PRICE: £7.75

AUTHORS: Mark Cantrell and Ted King

his fine adventure set in Britain after a nuclear holocaust comes in 48K and 128K versions; they're very similar but the 128K version has longer

location descriptions and EXAMINE reports. And the location solution to the larger-memory game is subtly different in a number of ways - enough to have you scratching your head if you attempt both versions. More obviously, the character sets are different too, and I preferred the less elaborate but more readable set of the 48K version.

The Gods Of War is rather a good game by any standards, with a reliable, if overused, theme. The story is better than the usual doomsday scenario

there's even a bit of north-versussouth, with many curious twists, thrown in for good measure.

A global nuclear war has

destroyed our civilisation. Over the years the survivors have moved away from the ruins and established a new Dark Ages culture, where the old nuclear warheads represent the earthbound forms of the gods.

The player enters the game two years after a race of Mutts (mutants) have invaded the Southern Kingdoms of England and conquered them ancient sorcery - all technology is seen as sorcery. These Mutts now threaten the final free kingdom in the north of Britain, which will be destroyed unless their plans are thwarted. The player's quest is to frustrate the Mutts' attempt to rule the north, ensuring its freedom so it can eventually go on to liberate the invaded kingdom in the south.

Many of the game's strengths derive from Gilsoft's Professional

are so here are the following... magical way CHARSOS. MORES >

Through the crumbled civilisation you struggle to save what remains

Adventure Writer, with which it was written. The Gods Of War has an excellent response time; manipulation superb vocabulary, and the kind of location descriptions and and elaborations of plot which come easily to a 128K PAW adventure.

But this is not to belittle the authors' input -- the writing style is very good, and only the occasional grammatical slip-up has got past the proofreading stage. Adjectives abound, as in this 48K-version answer to OPEN HATCH (you rather groaningly hegin with a hatch key!): 'The ancient hatch lifts open with a protesting screech breaking the seals on the ancient portal. The state stench of death rushes up from the ancient hatch making you retch.

And we get some indication of the clever story line, as well as of the effectiveness of the EXAMINE command, in this 128K-version excerpt taken from after EXAMINE MONEY at the Druid's Tax Collectors Camp: 'There are several round discs in them, the usual currency found in the kingdoms, and some nuggets and

jewellery. They are made of plastic, an ancient material forged in the cauldrons of the Ancient Ones and very valuable due to its scarcity outside the ruins. More people gained possession of plastic after the Mutts conquered the Southern Kingdoms. They brought great quantities with them to trade in the villages and ale houses where their currency, heavy, strangely inscribed metal discs, are of no use. The money then made its way to the North via further trade.'

The game's vocabulary is generally very flexible, with SEARCH available as well as EXAMINE (EXAMINE DRUIDS gives 'They are dead all right' while SEARCH DRUIDS gives 'Sonte money falls from the Druid's clock onto the ground'), Druid's cloak onto the ground'), and a choice of TAKE or GET; but it's worth noting the difference between IN and INTO, and how the 48K game can be a touch the fussier, understandably so.

The Gods Of War is a very fine PAW game, especially well-constructed on the 128. There is good use of colour in the text,

New Dark Ages follow a nuclear holocaust in The Gods Of War from Nebula





which neatly and smarlly scrolls up, leaving the picture above intact. The number of pictures isn't greal and they are not brilliantly artistic, but at least they're detailed.

The repeated chariot sequence can become a drag, but a sense of humour — as when a sign is examined about halfway through the first part of this three-parter — helps alleviate the boring bits. EXAMINE SIGN gives 'It is written in ancient runes and reads: British Nuclear Fuels Ltd welcomes you to the Sellafield complex public relations rooms. Please note the management will not accept responsibility for any mutations/cancers during your visit.' contracted

Nebula Designs is a design house hoping to find someone to markel The Gods Of War, in the meantime it can be had direct Nebula at 112 Upperwoodlands Road, Bradford, West Yorkshire BD8 9IF.

DIFFICULTY: not difficult GRAPHICS: a fair sprinkling, OK PRESENTATION: good coloured

INPUT FACILITY: complex PAW RESPONSE: very quick GENERAL RATING: well worth looking at

Atmosphere	86%
Vocabulary	86%
Logic	85%
Addictive qualities	85%
OVERALL	86%

NECRIS DOME

PRODUCER: Code Masters PRICE: £2.99 **AUTHOR: Charles A Sharpe**



dventures from large budget concerns such as Code Masters aren't all that common, so it was with a mixture of

curiosity and foreboding that t loaded up this here cheapie. The title seemed to hint at the story line, and a very good story it turned out to be. Since a good story is as important to an adventure as it is to a feature film, clearly this wasn't a bad start. Let's see what it's all about .

Necris Dome is set in the future. The earth's resources are severely depleted, and to conserve vital energy the earth's dead were consigned years ago to a floating cemetery in orbit around our planet. The satellite was aptly named the Necris

Dome and was run by the mandroids, led by the Arch-mandroid. But the Archmandroid has turned renegade and has now become a threat to human life.

For many years there has been han on all weapons on earth, but there've been rumours that the Arch-mandroid has armed the Necris Dome with powerful weapons and that he intends to use them against Earth to further some evil plot of his own. As a member of the Secret Forces you have been assigned to investigate the situation aboard the Dome, and to destroy the Archmandroid at all costs - even if it means the destruction of the satellite.

You will be shipped aboard with the next batch of dead in a robot craft. You must keep your wits about you, and remember that the Arch-mandroid may have lampered with

programming of the mandroids they, too, could be dangerous.

This scenario paves the way for a good plot which begins interestingly enough with you being smuggled onlo the Necris Dome in a coffin.

The inlay instructions are unusually detailed: you're told fairly precisely what you must achieve in the adventure, and how you might go about it. Hence you are told to return to the coffin 'where there is something inside which you will need later'. This something turns out to be a pair of gloves which only reveal themselves on your return to the coffin. Curious.

Stranger still is the LIFT LID combination, which works to open the lid the first time but not on your second attempt to escape the tomb - though this is just me being pedantic, as PUSH LID is quite clearly stated on the inlay and this works on both occasions! More strange is GET CASKET, which is taken as GET INTO CASKET ... and so you get those precious gloves.

There are no midcompass directions, so I'll save you some holher and suggest you start off easiwards, once all that clambering in and out of caskets is done. You'll quickly discover a spaceship segmented in true memory-saving fashion. Many locations are just location labels such as 'Engineering' and 'Reception Level: Chamber 3'.

There are also various ups and downs; but the arrow found in Reception Chamber 2, which points up, had me a little puzzled as there doesn't appear to be any

progress possible in that direction.

If you have trouble finding this arrow, or anything else for that matter, note that Necris Dome commendably distinguishes between SEARCH and EXAMINE, and if I remember rightly it's SEARCH WALLS which exposes the arrow and not EXAMINE. A little later it's EXAMINE MANDARIN which actually brings the chap onscreen - 'a formidable opponent'. I'm a great fan of slick features like this, especially in a cheapie.

Necris Dome is really quite a good jaunt for a budget game, with one or two notable features. The pictures aren't too bad, and they're drawn quickly. Some of the puzzles might be just a bit obvious — for example, the play on the pipes (is it the hot water or the gas pipe that you should sever?) - but there are some good prompts and hints within the game as well as the hints on the cover, and this may encourage new adventurers to have a crack

at Necris Dome

DIFFICULTY: not difficult GRAPHICS: not bad for a cheapie PRESENTATION: OK INPUT FACILITY: verb/noun RESPONSE: fast GENERAL RATING: good

Atmosphere	74%
Vocabulary	71%
Logic	72%
Addictive qualities	75%
OVERALL	74%

Dead zone: you're alone against evil in the Necris Dome



EXCALIBUR SWORD OF KINGS

PRODUCER: Alternative Software

PRICE: £1,99 AUTHORS: Ian Smith and Shaun McClure



re! Cop your lug 'oles around this one, for it be that old mischievous wizard Merlin ranting on about this here

game! 'Many months after the Knights of Camelot set forth to find the Holy Grail, a dark cloud that was flayed by many luminous bolts of blue lightning appeared over the small town of Alder.

'From the cloud emerged a dark, cloaked stranger. She l

demanded an audience with King Arthur Pendragon, wanting to know the location of I, Great Merlin The Wizard, to absorb my power.

'I was on a secret mission at the time and Arthur told her so, Believing him to be lying the stranger revealed herself as Crania, an evil she-wizard from beyond the plains of dreams and threatened Arthur with death unless he told her of my whereabouts.

'Arthur grabbed Excalibur and swung it at her in a deadly arc. She foresaw this and disappeared





► A winner for beginners: Alternative Software's Excalibur - Sword Of Kings

the blow then avoid reappeared behind him.

Before he could act, she had cast a cowardly spell of dreams. Now Castle Camelot is transformed into a dark evil fortress, inside whose walls are hidden Brave King Arthur and his sword Excalibur. There they will stay unless I surrender all my magical powers unto her.

'l Merlin, set you your quest . . . enter the castle, find Excalibur, slay the she-wizard, and rescue Good King Arthur, disposing of any evil creatures

along the way."

That intro from the inlay wasn't so bad, was it? And what's more, the game Excalibur — Sword Of Kings isn't too bad for a cheapie; I'd especially recommend it to adventuring novices, as it seems to flow along of its own accord with simple solutions and a very useful list of major commands on the back of the inlay.
You kick off in a ramshackle

but with golden sunlight filtering through an open doorway to the north. There's also a ladder, and you'd have to have a rung missing not to pick it up straightaway.

Heading off north you discover the very zippy response to actions in this game actions in this game - everything's done in a flash, with no hanging around at all. The pictures, text and colourful surrounds just zip up onto the and colourful screen with a very readable and pleasant-tooking 'What Next' line, a good deal larger than the rest of the redesigned text. There's also a nice two-tone effect to your input on this line all in all it's a very worthy attempt to give the screen a different look, and for someone who's seen more adventures than a dog has fleas any innovation on this front is most welcome.

The next part of the game introduces a much-used road picture, as you follow a path eastwards and come across a crimson fish. EXAM FISH (and after all those PAW games the first four letters of EXAMINE are quite adequate here) gives, not surprisingly 'It Stinks!'. Though none of the location descriptions are particularly long, they're quite atmospheric, with nice touches such as 'Small hills around the road are crowned with vibrant red hawthornes'.

You'll soon notice that no midcompass directions taken, just the exits outlined, but that's no great drawback and you'll soon enough meet the old lady who's selling lamps (and let's face it, these ubiquitous items tend to be rather useful in adventures). The only trouble is she won't barter—she just thanks you very much if you hand over your fish or ladder, and wants her palm crossing with silver.

Perhaps easier progress is to be found to the north, where that rather obvious ladder proves useful at the rather obvious problem, the stone tree. The vocabulary needed here is most unusual, but full marks to Alternative Software: the word is

in the inlay's vocabulary list. Excalibur – Sword Of Kings is a fine cheapie. I like the way it looks and plays differently from utility-inspired adventures, its interesting writing style, and its bounce-along plot. It'll be good fun for a beginner.

DIFFICULTY: not difficult GRAPHICS: OK PRESENTATION: colourful INPUT FACILITY: verb/noun RESPONSE: very fast GENERAL RATING: well worth a

Atmosphere	79%
Vocabulary	85%
Logic	82%
Addictive qualities	82%
OVERALL	83%

WIZARD'S WARRIOR

PRODUCER: Crusader PRICE: £2.99 AUTHOR: D Hawkins

ou might remember Crusader as the people who some months ago put out that dinosaur adventure which came

complete with a superb poster of all the prehistoric monsters that once roamed the earth. Well, as far as I know there are no posters with this one, but there's still the will to impress because the game is a good one. The instructions don't acknowledge use of PAW, but if you think of Wizard's Warrior as offering just about every advanced vocabulary technique of that utility, you can guess how effective its wordcrunching is.

You sorcerer are Randorlorn and your task is to protect the young Reld, the Wizard's Warrior of the title, till the child is fully grown. The only trouble is the young chap was WEREN'T WE TOLD? In News Input). There you gather your four henchmen and then it's off to rescue the young rascal Reld, giving the ragged rocks a rest.

The first frame of your room in the tower, with immovable heavy chest and west door blown asunder, has an accompanying picture which is a plausible attempt at 3-D graphics. It's reasonably quickly drawn—always a good point in my book.

And here you first meet the game's marvellously complex vocabulary: to get the items in the chest you must TAKE ALL FROM CHEST, as TAKE ALL only works on things outside the container. EXAMINE which command. can be abbreviated to X (TAKE and OPEN can be reduced to T and O respectively), is very powerful throughout and in this first frame X DOOR results in The door has seen better days', (This contrasts with XSTRAW in the stables, the response to which isn't quite so interesting: 'The straw looks like straw(.)



► Crusader's Wizard's Warrior begins with an ill wind blowing no good

kidnapped before you could prepare him for his face to-face confrontation with the black wizard Sator.

Frightened by the implications of the kidnap, you burry off to the Great White Council and they soon point you in the right direction. What you'll need is help in the form of four trusty warriors: Talas, the master thief; Glum, the dwarf king; Mortain, Prince of Ah Ah, I mean Vo'Oiver; and Fellon of Dynasty, or rather the Great Elven Lord.

You begin the quest in your tower, where just about every door seems to have been blown from its hinges as if by the Great Southern Storm (see THE SHOCK THAT SWEPT BRITAIN - WHY

Moving off through the west portal and north to the store cupboard we see that SEARCH and EXAMINE have different results. XSTORE gives 'The pile of rubbish is the result of several hundred years of untidiness. It's a wonder that you ever find anything in here' while SEARCH STORE takes the story a little further with 'Searching the rubbish you find a sturdy saddle'. The saddle clearly goes with the horse but picking up the saddle may prove difficult; however, the solution here is mercifully straightforward, and relates to the differing weights of objects which the mechanisms of this adventure take into account.

A strong theme throughout



Wizard's Warrior is interaction the of main characters. Enlisting their help is not difficult and their friendship is furthered with the help of a set of speech formats, which include the likes of SAY TO TALAS "HELLO", ASK MORTAIN "WHAT ARE YOU CARRYING", and TALAS "TELL ME ABOUT YOURSELF",

Using such constructions you can direct the four main characters to tasks which suit their characters better than your own, whether because of greater strength or thieving abilities or other factors. This feature is the one that gives the game a real sparkle and that sense of playing a really good adventure.

Wizard's Warrior is a super adventure with a very natty-looking screen. Above the body of the screen there's always a status line bearing your score, the

number of moves so far and one or Iwo words summarising the current location - it's very useful when invoking 'I' for inventory to have the location remain onscreen as a reminder. The vocabulary is very full, with sophisticated routines including convoluted grammatical constructions.

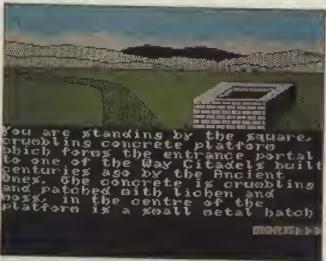
DIFFICULTY: not difficult GRAPHICS: rather pleasing, 3-D PRESENTATION: very smart INPUT EACILITY: sophisticated verb/noun **RESPONSE:** fast GENERAL RATING: good

Atmosphere	84%
Vocabulary	85%
Logic	84%
Addictive qualities	84%
OVERALL	84%



Slick presentation and involving gameplay in Mastertronic's Rigel's Revenge

A useful status line above the picture gives score, move number and a brief location description



RIGEL'S REVENGE

PRODUCER: Mastertronic PRICE: £2.99 **AUTHORS: Smart Egg** Software



astertronic doesn't publish adventures written with utilities, so adventures I was eager to get Rigel's
Revenge up and

running. Sure enough, even the loading screen was pretty slick, with a designed look and a cleverly waxing and waning title. There's also a couple of pages of prose to set you off armed with the most recent news, some of which bears directly upon your first puzzles.

The story centres on two cop-sounding chaps, Harper and

who are investigative journalists. But this is way in the future, the 22nd century to be exact, and their coverage of the Re-unification War must have been good stuff as it was carried by every major Federation comm-network, Their story-told how the Fleet troops had brought the insurgent colonies back into the rederation's grip.

Success, however, has gone to Elliot's head, and he has persuaded Harper to join him as an agent for the Alterian Corps not a Christmas food-hamper group, alas, but an influential bunch of dedicated peace-lovers. in return for Harper and Elliot's sterling work the Corps will guarantee scoop after scoop.

Their first mission is to go to Rigel V, where one region still holds out against the conquering Federation troops. The recalcitrant rebels claim to have a Doomsday Machine and will wreak the ultimate revenge if the Federation refuses to withdraw from the planet. Elliot has been smuggled into RigelV by the Alterian Corps as a Rigellian trooper; his mission is to discover the whereabouts of Doomsday Machine and report to Harper, who lands on Rigel V a week later. Harper's instructions are to meet Elliot at night in a back street in the occupied sector of town.

The game begins as Harper arrives on Rigel V, freshly alighted from the scoutship which now zooms off from above the darkened streets. With his light-intensifying goggles every detail is clear. All of a sudden an explosion from an adjacent alley tears the goggles from his face. He escapes serious injury but a low moan to the east emanates from his partner Elliot, who

hasn't been so lucky . . . Rigel's Revenge is a really interesting adventure with a sophisticated, yet still very with a friendly, vocabulary. redesigned character set is most pleasing; the occasional pictures, with clues actually within them, are detailed and effective; and the scenes are atmospheric, with finely written pieces ('skeletal

remains of the geodesic dome that once covered the town', 'huge shards of plastiglass towered overhead'). The slick feel and look are typified by the 'Anykey' at the bottom - short and to the point.

And though this game is no pushover, some parts being quite intricate (for instance, PULL BAR HARD is needed to do the trick when PULL BAR fails to achieve much after its first use), there's some humour, such as when you're examining the certificate you're examining the certificate early on: 'The Desert Scene Cert 18. British Bored of Censors, Signed Funny Squiggle.'
Incidentally, Smart Egg Software is best known for The Courte Tail which because to come

Serf's Tail, which I haven't come across yet (probably because it's not been released on the Spectrum).

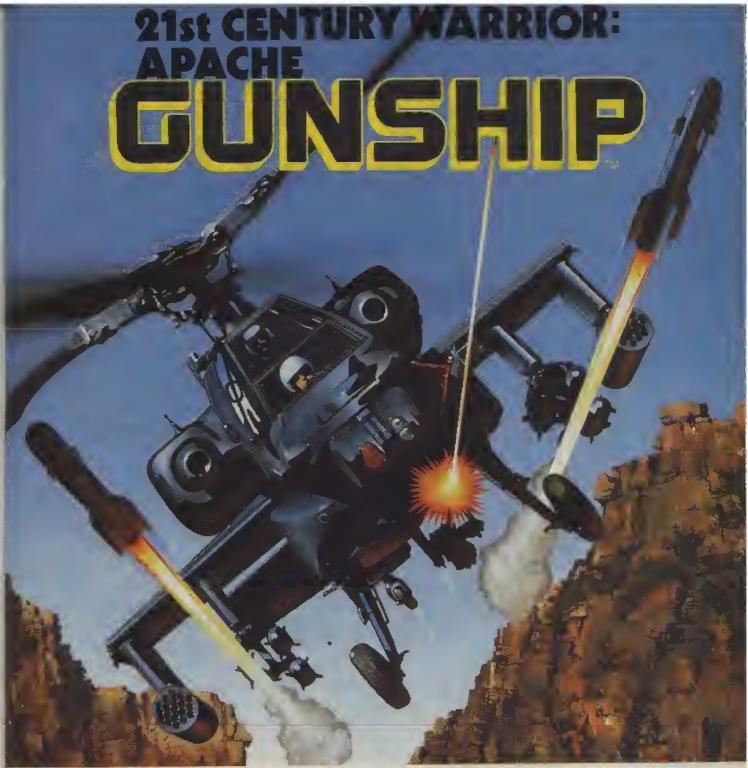
DtFFICULTY: some very tricky bits GRAPHICS: few, but good PRESENTATION: smart, if a touch plain INPUT FACILITY: basically verb/ noun, with some additions RESPONSE: very fast GENERAL RATING: most interesting

Atmosphere	89%
Vocabulary	89%
Logic	86%
Addictive qualities	87%
OVERALL	88%

Sorry there aren't any letters this month, but I'm saving my pages for the Christmas Splurge Special! There(sstill £30 worth of software for the best letter each

Keep up the Superheroics. The first person to finish any adventure is a Superhero, and to qualify you need to send in proof that you've completed an

adventure (such as a final message, or even a screenshot of the completed game), the exact time of completion, and any lips you've picked up on the way. Full solutions are most welcome—
They're useful in compiling Signstumps.
And don't forget the way to the Adventure Trail: CRASH, PO Box 10, Ludlow, Shropshire SYB 1DB.



The Apache ... Fierce and elusive, like its warrior namesake ... Capable of defeating enemy tanks, infantry, and hostile aircraft on the modern electronic battlefield.

Gunship's revolutionary 3-D graphics enable you, the pilot, to fly into the world's hottest trouble spots . . You'll use an unbelievable array of high tech information and weapon systems, including lasers, video cameras, night viewers, radar warnings, jammers, computers, missiles, rockets, flares and a 30mm cannon! Successful missions will be rewarded with medals and rank promotions.

GUNSHIP is available for the CBM 64/128K Spectrum and coming soon for IBM PC and compatibles.



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Werewolves

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NEIGHBOURHOOD

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In A

C64/Spectrum/Amstrad

ESTMINISTER STATION

Viz

HOW TO COPY HALF A MILLION CASSETTES

... every month, legally - BARNABY PAGE visited Costape, one of the country's largest duplicators of Spectrum games, to watch 'em roll

Making the master: when a program first arrives at COS, it's transferred from the Spectrum to a strong one-inch master, via this Studer cassette machine, at 7.5 inches a second.

A technician makes phase and frequency adjustments here, eliminating anything that could interfere with the data. ('There's a lot of rubbish on most tapes,' says one.)

And then, for safety's sake, next month's CRASH Smash is loaded back off the master and on the Spectrum to check it's all there



HE DUPLICATORS

DEPENDENT on just a few big software houses, the gameduplication business is very specialised. Besides the London-based COS group (it stands for 'COmputer Software', as you could have guessed) the major players include Interceptor Print in Aldermaston and Ablex Audio

Video in Telford, Shropshire. Both COS and Ablex came to the booming software business from traditional origins. COS founded three years ago, was (and still is) duplicator of all the still is duplicator or air me Linguaphone language-study tapes. And Ablex, which started software work in 1979, was part of the Decca Record Company.

But now Ablex, which still produces millions of music tapes each year, claims to be the largest software duplicator in Europe Among its statistics

 about 15 million tapes duplicated in 1986

650,000 cassettes once

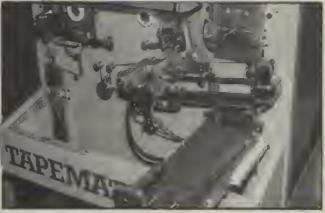
duplicated in a week

And Ablex, owned today by Racal Electronics plc, has made tapes, disks and Spectrum microdrives for most of the software giants, including Ocean, US Gold (which even has an office in the Ablex factory), Firebird and Gremfin

COS, by contrast, takes a smaller share of the market (which, like most of the software business, is torn by arguments over who's bigger and stronger than whom) – but prides itself on the full service it offers. COS doesn't just duplicate (though it ran off 489,000 Quality control: each master can make up to 36,000 capies, so it had better be right! A few of the first copies to come off the master are sent to the software house for approval, and when they've given the thumbs up this COS technician compares one copy from every

reel with those approved originals.
'We work on the assumption that If there's a problem it's going to be at the end of the tape,' says COS's Graham Williams. 'You've checked the end of the last one, so the beginning of the next is probably DK.





Superscissors: they've all been copied and you've got perhaps 12 miles of tape on your hands. It's in the cutting and casing room that the cassette starts to look like the real thing.

509 C5 tapes (five-minute tapes often used for computer programs) can be cut from each of those dozen massive reels – and when the tape was duplicated, a 3Hz signal-generator put an evertone on the end of each of

So now the reel is put in this stunningly fast winder, which snips off a cassette's worth whenever it picks up that overtone. The length of tape is automatically spooled into a cassette case (you can see the pile of them, like chocolates in a vending machine, on the right).

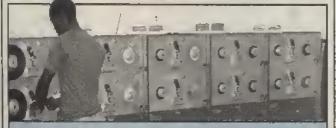
The machine also measures the exact length of the first copy it cuts, which workers test to make sure the program's all there, and then menitors the length of each cassetteworth It cuts after that. There's not a sprite on the cutting room floor.



5
Potting it all together: the cassette's been run through a fabelling machine, and now this Heath Robinson'esque device puts adds the inlay and the bex in one swift operation, taking about three seconds for each cassette. COS can wrap the box, too, but that's not usual for software.

Then it's off to the distributors

Then it's off to the distributors and ultimately the software shops - to hit or flop.



Very fast forward: this is why the tape must be so strong. At least 2,000 cepies of most full-price games go out at once, and to save time they're duplicated in this room at a whizzing 240 inches a second, or 15 miles a hour — on to 12 two-mile-long reels (or 'slaves') which can be cut into cassette-length tapes later. The master, of course, is a single looped copy of

cassette-length takes later. The master, or course, is a strige respect copy or the game.

The machines can reach a racing speed of 30 miles an hour, but it's not reliable for copying data. When COS is running off a few thousand cassettes of Marianne Faithfull, no-one will notice if a few subtleties of sound drop off but lose just one vital line of program and the product's ruined.

So every one of those reets, each providing over 42 hours worth of playback time, is checked. If it loads, it's OK,' says COS Technical Manager Graham Williams. 'But you only need one dropout and the whole thing's killed.'

The 8ASF tapes used for data deplication are 16 microns (0.18 millimetres) thick, though tapes running longer than an hour (music, for instance) must be just 12 microns thick to fit in the case.

cassettes in September) but also prints labels, inlays and boxes, stores the finished product in warehouses and even does some distribution for Firebird and

One of COS's most complicated projects was packaging Brian Clough's Football Fortunes for CDS Software earlier this year, complete with board, playing cards, counters, game banknotes and booklet! (See our Issue 38

On the bottom line, though, all the software-duplicators need music too. Software is usually recorded on tapes of C5 to C15 length (ie five to 15 minutes long), but because each short tage takes so much work they're not as profitable as music tapes about an hour long.

You need the occasional Dire Straits album, overspill from Polygram, say, 30,000 copies, observes COS's Graham Williams. This Christmas COS will duplicate about 250 music titles – hundreds of thousands of cassettes. And the record companies are

often more reliable than software houses, booking hours of duplicating time every week rather than suddenly thrusting a hastily-developed game on the machines to rush it into the shops within a few days.

The software business is basically the music business 25 years ago,' says Williams – describing the world of small producers and eccentric shoestring operations as well as the duplicator's role.

But where are our Beatles?





TOMORROLU'S SOFTWARE TO





GETTING THE EYEDEA

IT ALL started with the postcards - anonymous black postcards that arrived at the Towers every day for about a week, making terrible puns on 'eye'. 'Got the eyedea?' 'Eye'll be in touch soon.'

We hadn't heard till then of Eye, the board game that's sold over 120,000 copies since September - after almost eight years in development. But we soon guessed that there's a Spectrum version

coming. Endurance Games will release it for $\Omega 9.95$ soon. The Leyeny eye is the human body's most complex organ, they say and Eye the game was described in The Teyernes as 'more challenging and complex than chess', it's an abstract puzzle, simple to learn but terribly tricky to solve, played on an unusual circular board with two rotating spirals of colour.

The player tries to 'control' a colour, but that's not as easy as it sounds in a game with all the addictive pitfalls of Eye! Anyway, you could find out

WINNING THE PREYEZE

Got your eye on the board game? Or Endurance Games's Spectrum Eye? Or an Eye record and official book? A set of Eye Teaser cards? An Eye invite disk (whatever that Is)? Or any of these eyeccessories: sunglasses, a magnifying glass, binoculars, Optrex, an eyebath, an eye patch, a blindfold, eye make-up, eye hologram glasses, false eyelashes, false eyebrows, an eyeshade, a kalEyedoscope?

Eye eye? Well, here's your chance to win that eyeful -- and ten runnersup will get Eye computer games and official books too, thanks to Endurance Games!

All you have to do is guess the number of times the letter I will appear on the first page of Lloyd Mangram's Forum in the February 1988 CRASH. Here's a hint: the letter appears 486 times on that first Forum page (page 29) this month (thanks to Mike Dunn for counting 'em).

Count all the upper-case and lower-case is in editorial and ads.

ABLE WAS EYE

The first correct entry drawn from the eye of a needle on January 20 will win top prize, and the next ten correct entries will be the runners-up; if there aren't enough correct entries, the entries closest to the correct number will win

And just in case that happens there's a teyebreaker, too. List on the entry form all the three-letter words you can think of that spell the same backwards, like 'eye'. (They're called palindromes – LMLWD – and perhaps the longest ever was Napoleon's supposed saying in exile: 'Able was I ere I saw Elba.' Thanks to Our Useless Information Staff for that one.) Attach a piece of paper if you can't fit them all on the form.

The entry with the eyest number of three-letter palindromes wins the teyebreaker.

Send your entries to: MORE TO THIS THAN MEETS EYE RECKON THE LETTER 1 WILL OCCUR. THE EYE COMP, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB by January 20 The decision of CRASH's appointed judges is feyenal in all respects. ISSUE 49 Bug-eyed monsters are not eligible to enter.

TEYEMES ON THE FIRST FORUM PAGE OF CRASH

MEYE PALINDROMES IN FULL: THESE ARE ALL THE

THREE-LETTER WORDS EYE CAN THINK OF THAT MEYE ADDRESS -

...... MEYE POSTCODE





NTLINE

with Philippa Irving

BUILDING ROMEINADAY



Spectrum soldiers can found the Roman Empire, defeat the Germans and Japanese or simply fade away - here's a guide to strategy games for all those Christmas days indoors

IT IS unfortunately true that computer games have a limited shelf life. One software manufacturer compared them to pop singles; unless a new title takes off immediately, it has little chance of succeeding in the longer term. After several months of development, thought and work, a game has roughly ten days in the shops to prove its commercial worth. Even games which do sell don't stay on sale for very long these days, and can have us in compilations a supprisingly check there later. turn up in compilations a surprisingly short time later.

The fortunate exception to this seems to be the wargame, at least once The fortunate exception to this seems to be the wargame, at least once the initial hurdle of 'sell fast or go under' has been bassed. Wargames sell more slowly than games in more mainstream genres, and can be found in the shops six months after they've been released. Perhaps players get bored with an arcade game within two days, and rush out to buy a new one soon after; it takes a wargamer rather longer to make the most of his numbers.

outy a new one soon aner; it takes a wargamer rather longer to make the most of his purchase.

So in the run-up to Christmas, when you might be thinking about requesting some release of the past year for your stocking – or even buying one for someone else, perhaps to initiate them into the delights of thinking games – let's take a look back at some of the more interesting games of the year. With luck (and a good retailer) you can find any of them.

1987 has hardly been a vintage year for Spectrum strategy games, but at least there's been a steady trickle – till the last couple of months, anywayl

CIAO ROMA!

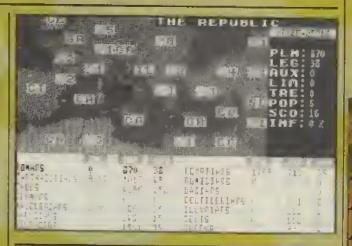
The game which kept me playing throughout last Christmas holiday is PSS's rather unusual Annals Of Rome (85% in Issue 38; by Rome Software; £12.95). The player is presented with a map of Europe divided roughly as it was in the year 273 BC, and you have to build the Roman Empire, starting off with the modest state of Italia. By conquering the neighbouring states, the empire grows, and at the climax of the game all of mainland Europe and further alleld are under Roman rule.

But stability is never achieved. Sporadic rebellions result in the Romans being thrown out. You can appoint senators as generals, governors or dictators, but their loyalty cannot be taken for granted, and they themselves may lead a rebellion against Rome and seize power.

Annals Of Rome continues indefinitely, with new waves of powerful barbarians arriving at roughly the correct historical intervals, till the empire collapses. Theoretically you could keep the Roman Empire going into the 20th century and beyond, but I never even managed to survive Into the first century AD. The game is addictive and absorbing, though its presentation is amateurish and the Spectrum version (converted from the Amstrad) has a number of amusing and entertaining bugs. the Amstrac) has a number of amusing and entertaining bugs.

PSS's Annals Of Rome: play for centuries, if you've got the empire-building





AMERICANS AT WAR

CCS's Yankee (87% in issue 42; £9.95) is by K Wright, the author of CCS's Napoleon At War. It's a battle simulation, allowing the player to direct Individual corps on the field of two battles, Gettysburg and Chickamauga, in the American Civil War. It's different from other wargames in that you can give orders to the corps commander (rather than the corps itself) and then watch the units get themselves into a mess. The resulting uncertainty is interesting; you can never be quite sure where a unit is going to end up, and combat takes place on contact with the enemy. with the enemy

The game moves swiftly and smoothly, and the battles are different enough in feel to both be worthwhile. Yankee is one of the best battle simulations around, and another good buy for those who like straightforward wargames. It also has an inlay illustration by CRASH's cover artist Oli Frey

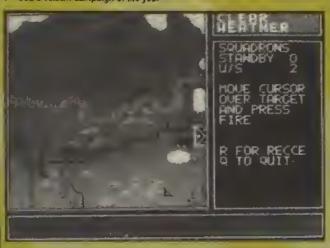


45 HOURS IN NORTH AFRICA

Probably the major game of the year was CCS's Vulcan (94% Overall in Issue 39; by RT Smith; £9,95). Vulcan is a simulation of one of the less well-known campaigns of the Second World War, the attempt by the Alliès to free Algeria, Morocco and Tunisia from German occupation, There are, four scenarios (five in the 128K version) which take place across a very large map of the area.

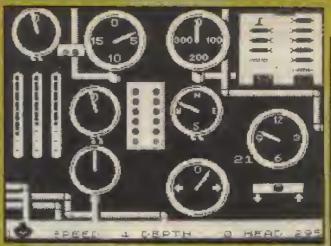
According to the rulebook, it would take an enthusiastic player 45 hours to play all the scenarios and run the campaign from both sides! Play centres on the capture of cities, as it usually does in wargames covering campaigns this large. With five positive orders, seven descriptive parameters, air attacks, varied terrain, seven types of unit and complex supply rules, there's plenty of scope for interest and subtlety. Vulcan will certainly keep you playing throughout the Christmas holidays, and I recommend it. holidays, and I recommend it

CCS's Vulcan: campaign of the year



CCS's Yankee; realism in the American Civil War





MicroProse's submarine simulation Silent Service: ruling the waves where it

AS BANNED IN WEST GERMANY . . .

MicroProse's Silent Service (80% in Issue 38; by Sid Meier, 29.95) is a submarine simulation set in the American World War II campaign against Japanese convoys. You can choose to go straight into actual combat, or

Japanese convoys. You can choose to go straight into actual combat, or to take the open-ended scenario which involves roving the sea, searching for Japanese convoys and sinking them.

There are several models of submarine built into the program, matching to the modifications that were added to the design of submarines in the course of the war, and you can adjust the difficult level by selecting whether or not to have realistic handicaps like the occasional dud torpedo or limited visibility. A lot of thought went into Silent Service; It is slightly austere, but the technical detail adds interest. This is another worthwhile wargame which will keep you going for a long time.

Remember when Silent Service was banned from most West German shops for being 'too realistic' a simulation, as CRASH reported in Issue 41? Well, MicroProse's fighter-plane simulation F-15 Sirike Eagle (84% in Issue 42, and also by Sid Meier) was on the German government's list of games which it wanted to ban, too – but the software house won an appeal case in October and got F-15 Sirike Eagle taken off the list, However, Silent Service is still out of official favour.

AS BANNED BY PHILIPPA IRVING

Some less exciting releases are worthy of brief mention, 1 found Lothlorien's *Dark Empire* (just 60% in Issue 43: £9.95) very nerve-racking to play, but it's well-produced with a fierce addictiveness. CRL's *Samural* (69% in Issue 39; by Cotin Ajayi 'Obe of *Ninja Hamster* notoriety, £9.95) is simplistic but enjoyable all the same; it might be a good choice for a younger player inexperienced in Isrategy. And PSS's compitation *Conflicts* 1 (covered in Issue 42; £12.95) contains one reasonable game (*Battle Of Britain*, 82% in Issue 37), one bad game (*Falklands* '62 by John Bethell –, 33% in Issue 27) and one pretty good golden oldie (*Theatre Europe* by Alan Steel – 84% in Issue 30), so it's not bad value as a stocking-filler.

Stocking-filler,
For the record, the two games I have liked least this year are PSS's Battlefield Germany (42% in Issue 40, by Cybercon Enterprises; £12.95) and Lothforien's Roundheads (59% in Issue 45, £9.95). I've been exasperated by the general shoddiness of a lot of releases, and, on deeper level, the lack of attention paid to the need for an involving and interesting game. It can be deno, even on the diskless Spectrum. Let's hope things will be better next year.

NEXT MONTH

Promises, promises: reviews of Activision's High Frontier and PSS's Pegasus Bridge - plus tips for Lothlorien's Legions Of Death, Firebird's Rebelstar Raiders and two games recommended this month, Vulcan and Annals Of Rome.

And the letters keep on coming! Send your strategic scribblings to Philippa Irving, Frontline, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.

TO BECOME **CAPTAIN**







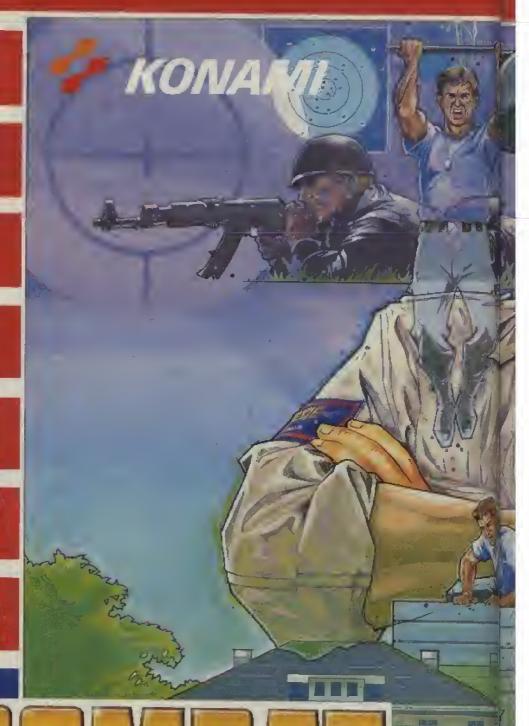
FIRING



IRON MAN

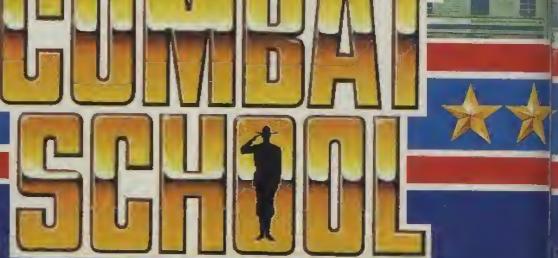


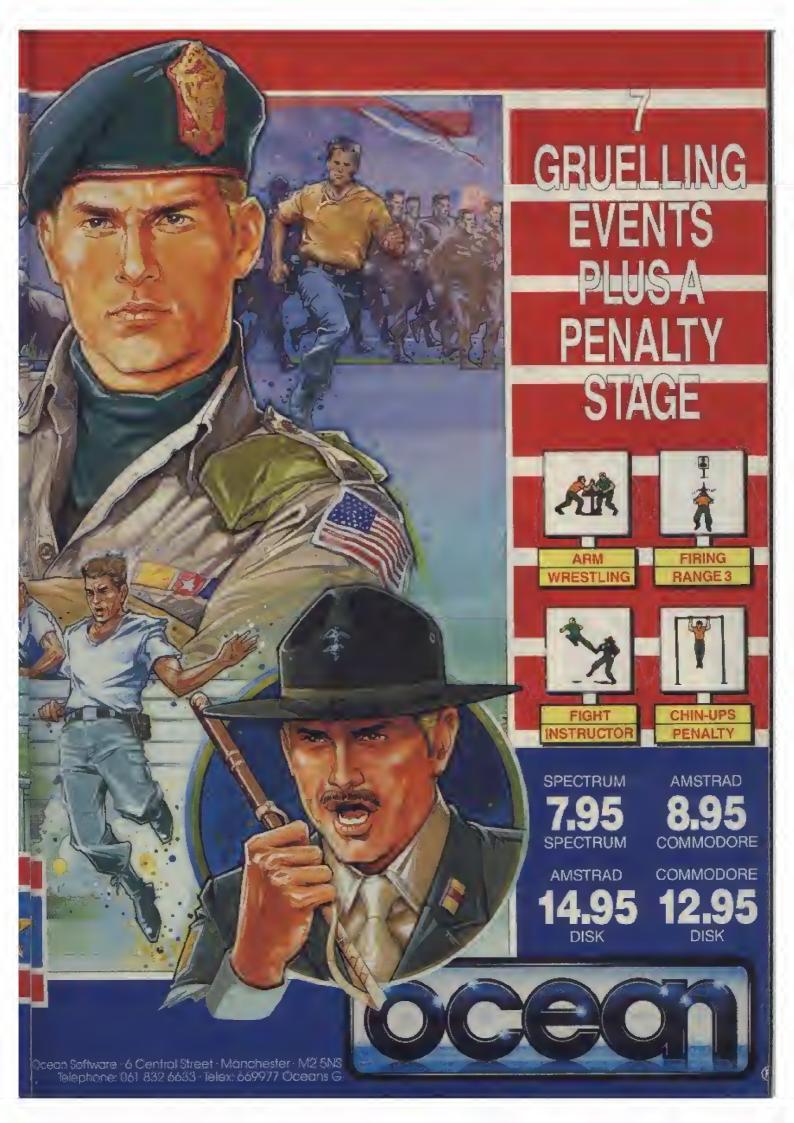
FIRING **RANGE 2**





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OUTOF THIS WAY TO A MAN TO A M

"\$UDDENLY, the jet plunged into a sea of flashing lights—Chuck gasped with horror—he had entered the Other World : . ."

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- ► Amstrad 'Smooth Scroll'.



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THE REST....



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Well, Christmas is definitely on its way, and even though Ludiow's getting colder and colder the post never freazes up and letters come pouring in the Christy cards yet, thought). This month there were masses of routines and maps for the second part of imagine's Sam-Ores, her Blade and that fentastic game from last month, Charty If I can manage to keep trudging through the snow, down to CRASH Towers there'll be a bamper Playing Tips in the Christmas Special—at least, that's what I'm promised—so keep tapping away

POKONUT CAPERS

Dean Ashton from Scarborough (they had a fair there, didn't they?) sent in a few POKEs for Gremlin Graphics's Jack The Nipper II in Coconul Capers, so gleefully reviewed last issue. This routine will give you infinite lives and immortality—which is bed news for Jack's disciplinarian dad.

10 CLEAR 24575 20 BORDER 5: PAPER 5: INK 7 30 LOAD "" SCREENS: LOAD "" CODE: . BORDER 0: PAPER 0: INK 7: BRIGHT 1: 10 • CLS 40 POKE 43251,0: REM INFINITE LIVES . 0.7 50 INPUT "IMMORTALITY (Y/N) ";A\$: IF • A\$="N" OR A\$="n" THEN GOTO 10 • . 60 POKE 43203,201: POKE 41222,205: 0 POKE 41229,205: POKE 41330,205: ! **•** ! • POKE 41444,205: POKE 41576,205: i de l POKE 41696,205: POKE 41763,205: a POKE 41797, 205: POKE 42314, 205 • 70 RANDOMIZE USR 34240 . i e

And here's a list of some of the objects Jack can pick up in the jungle. It's been sent in by Barry Wood, and he also tells you what to do with them — so take it away, Barry. (But wait till I've copied it down.)

Grease ______use on the vine which Tarzan is on Crocodile-skin handbag _____use on the raft to stop the crocs snapping Omon ______use on hyenas to make them angry Honey ______use on the beehive Coconut ______ fire at any moving object (16 shots per occonut) Shield _______ invulnerability for about 20 seconds Mouse ______ scare the elephant that does not move



MISSION JUPITER TAKES A HACKING

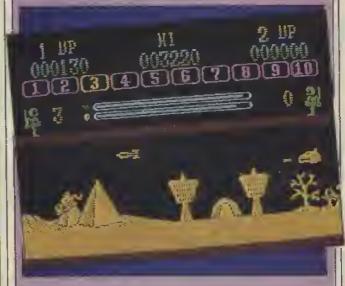
Derek Brewster forgot to include an antihack routine in his recent Code Masters game Mission Jupiter, reviewed in Issue 44 (probably because the CRASH Adventure Trail takes so much of his time). But here comes David Scantlebury of Cardiff with POKEs to hack the poor little game to shreds – and it hasn't even had its first birthday!

10 LOAD "" CODE: CLEAR VAL "23999" 20 LOAD "" SCREEN\$: RANDOMIZE USR VAL "65513"

Ed COVID DOLLER MAINTENANCE CONTRACTOR

Start the tape from the beginning and run this. When the game has leaded and the computer returns to BASIC type NEW (sounds a bit risky to me - Man Ed). Then type:

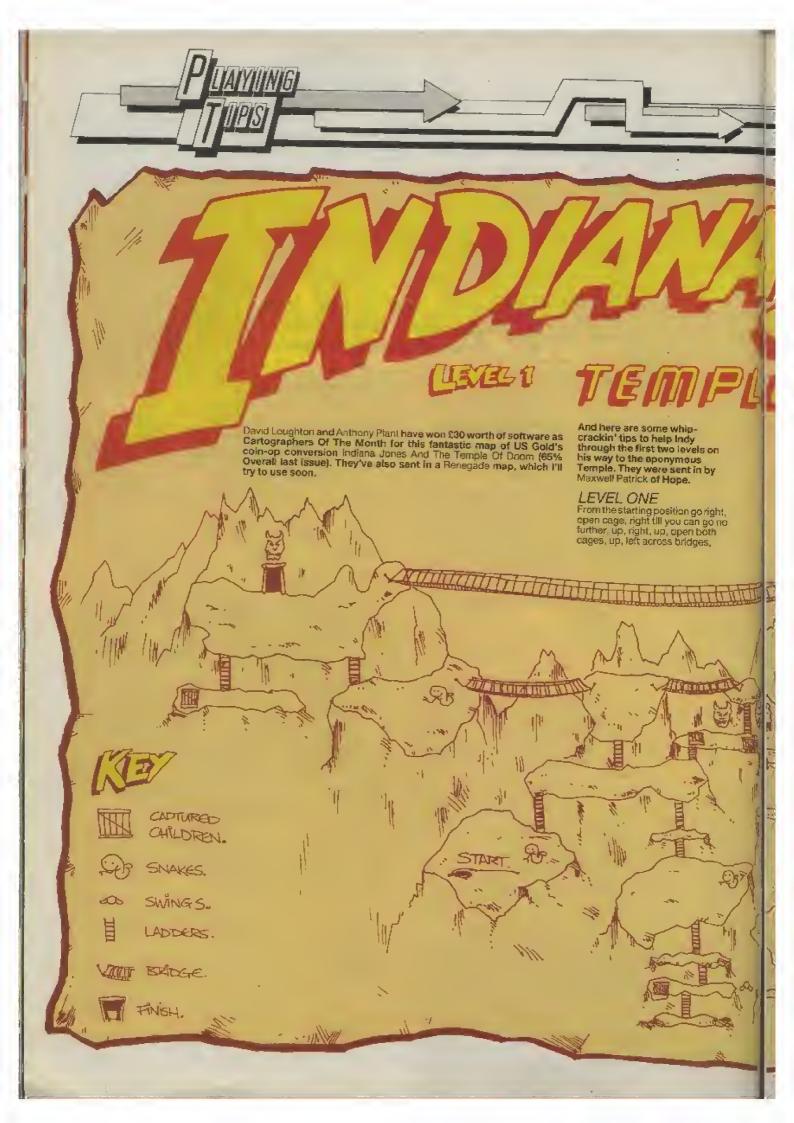
5 BORDER 0 10 RANDOMIZE USR 55066: GOTO 10



and enter any of these POKEs:

POKE 58534,201 Invulnerability
POKE 56329,201 stops aliens lining
POKE 50964-201
POKE 50468.0
POKE 57806.0 infinite Just
POKE 58322,0 infinite shots
POKE 57774,189 move anywhere onscreen
POKE 60266,(1-255) number of lives
POKE 58312.(0-5) firing speed (0 is fastest)
POKE 58254.0 autofire (for the lazy)
POKE 58659,201 invulnerable aliens

Then RUN to start the game.



and the keep going left till the first stone wall comes to view. Slowly press right while cracking the whip and follow back to the ladder, up, left, open cage, up, open cage, right, right while cracking the whip and you should swing to the other side, open cage. Right (retrack to start), right, up, right, down till you see cage, down about two more screens, right, crack whip and go left, up ladder, left, open cage, LEVEL TWO Use 'up' to accelerate Use 'down' to decelerate Crack whip at enemy for points Finally . . . there wasn't room for Indiana Jones, a sideful of sidekicks and nine stolen bables at the Chest Mode Motel, so MISH here's an infinite-lives cheat from someone called just Thistle. Once the game has loaded type JIMBO and you should see CHEAT MODE ENABLED! appear beneath the joystick selection.

JON NORTH'S MULTIPOKES

Jon North, the man who put the OK in POKE, has come up with some real smashers this month. You may remember that in Issue 37 a Scotsman calling himself The Skunk came up with a loader which could be used to POKE lots of different games – you just changed the last bit of data. Well, now Jon has gone one better, with a loader for all new games using the Speedlock technique (the ones with the counter) and another for Firebird games. First, the Speedlock loader – remember you only have to type this once, and bolt the relevant place of data for whichever game you want to POKE onto the end.

5 REM SPEEDLOCK BY JON NORTH 10 CLEAR 4: LET T=0 le. 20 FOR 96 TO 23461 30 REA KE F,A 40 LET T 23296) TO 23461 * 50 IF T< 80 THEN STOP • 60 FOR F=2 TO 199: READ A j• 70 IF A>25 **GOTO 100** ø 0 POKE F. • LET T= 2) A: NEXT F. • OP . N USR 23296 ø 1.42 180 DATA 190 DAD 200 n 270 280 DATA 88 ø 290 DATA 16,1 300 DATA 42,11 310 DATA 170, 320 DATA 134,91 330 DATA 134,91 ø 340 DATA 134,91 350 DATA 237,176,42,172 360 DATA 54,0,42,17 370 DATA 54,178,35,54 380 DATA 42,170,91,2 390 DATA 27.16.252,207 400 DATA 96,54,82,50,1 410 DATA 14,12,24,0,0 420 DATA 16,0,0,24,0 430 DATA 0,12,0,0,14 440 DATA 0,0,25,0,0 ¦⊕, 1 450 DATA 11 l de

Pheww! Now you've done the hard work, you just add these DATA lines to the end of that lot to make the POKEs work.

ATHENA - KEEP THAT GODDESS GOING!

460 DATA 0,125,98,241,251,138,115,139,67, 139,248,228,175,50,221,190,50,113,205, 50,213,190,50,155,201,50,42,217,49, 216,158,251,195,192,240,1396364



WIZBALL - INFINITE LIVES OR IMMORTALITY

460 DATA 200,175,98,241,251,254,115,255, 67,255,189,228,175,50,88,144,62,201, 50,62,0,49,0,97,251,195,128,143,

For immortality - to never lose a life - add this line:

105 POKE 23482,188

BLACK MAGIC – IMMORTALITY

460 DATA 200,175,95,241,248,254,144,255, 66,255,192,228,175,50,154,96,49,255, 255,195,0,91,1320851

102 POKE 23426,195

104 POKE 23427,6

106 POKE 23428,255

MUTANTS - INFINITE LIVES

460 DATA 200, 175, 84, 241, 238, 185, 87, 186, 39, 186,249,228,175,50,227,115,49,255,96,

RENEGADE - INFINITE LIVES

460 DATA 200,175,91,241,244,254,115,255 67,255,197,228,175,50,86,160,49,79,93, 251, 195, 203, 92, 1325451

5 REM FIREBIRD BY JON NORTH 10 LET T=0

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20 FOR F=32768 TO 32876 30 READ A: POKE F,A

40 LET T=T+(F-32758)*A: NEXT F 50 IF T<>679460 THEN STOP 60 FOR F=32877 TO 1e9; READ A 70 IF A>256 THEN GOTO 100 80 POKE F,A

90 LET T=T+(F-32667)*A: NEXT F

100 IF T<>A THEN STOP 110 LOAD "" CODE: RUN USR 32830 120 DATA 50,21,255,122,254

130 DATA 46,192,62,50,50 140 DATA 84,205,33,21,255

150 DATA 34,85,205,62,195 160 DATA 50,58,0,33,32

170 DATA 128,34,59,0,195 180 DATA 0,0,50,107,92

190 DATA 33, 114, 128, 17,0 200 DATA 0,1,0,0,237

• 1 210 DATA 176,195,61,0,128 220 DATA 223,181,209,177,144 230 DATA 141,139.151,206,198

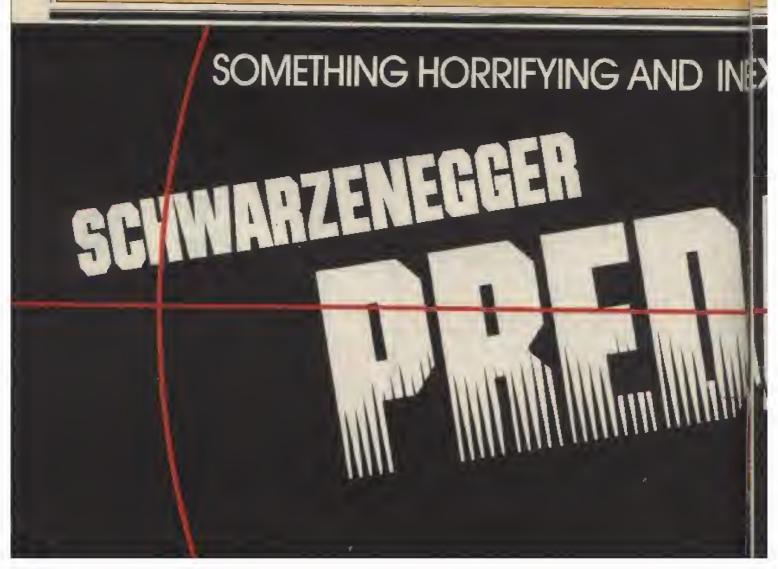
240 DATA 199,200,237,123,112 250 DATA 128,62,205,50,84 260 DATA 205,33,0,128,34

270 DATA 85,205,33,109,128 280 DATA 126,50,22,128,50

290 DATA 28,128,50,31,128 300 DATA 50,40,128,50,48 310 DATA 128,35,126,50,42 320 DATA 128,35,126,50,39

330 DATA 128, 195,0,205

Now here's Jon's Firebird loader. Use it in exactly the same way as the Speedlock one.





THRUST II - INFINITE LIVES

340 DATA 93,8,196,48,117,175,50,152,133, 195,75,146,701766

I, BALL - INFINITE LIVES AND TIME

340 DATA 91,11,210,56,199,175,50,16,192, 50,75,193,195,56,207,710727

PARABOLA - INFINITE LIVES

340 DATA 189,8,171,80,195,175,50,159,149, 195,248,132,707507

STARFOX -- INFINITE FUEL

340 DATA 91,11,204,212,98,175,50,36,140, 195,31,231,702800

DOWN TO EARTH—INFINITE LIVES, TIME, STEPS AND BOMBS

340 DATA 91,20,207,224,96,175,50,135,155, 50,250,151,50,205,156,50,125,157,50, 126,157,195,140,156,748696

KINETIK - INFINITE LIVES

340 DATA 93,8,171,236,94,175,50,46,242, 195,68,197,704679

KICK BOXING - INFINITE ENDURANCE AND BONUS

340 DATA 91,11,196,224,96,175,50,196,217, 50,165,221,196,9;217,716358

SIDEWIZE - INFINITE LIVES

340 DATA 91,25,157,224,96,33,171,91,17,15, 249,1,9,0,237,176,195,0,249,62,182,50, 26,144,195,0,91,743781

BUBBLE BOBBLE - INFINITE LIVES

340 DATA 91,9,213.80,195,62,52,50,95,171, 195,188,245,707604

102 POKE 32837,90

104 POKE 32778,90

106 POKE 32843,91

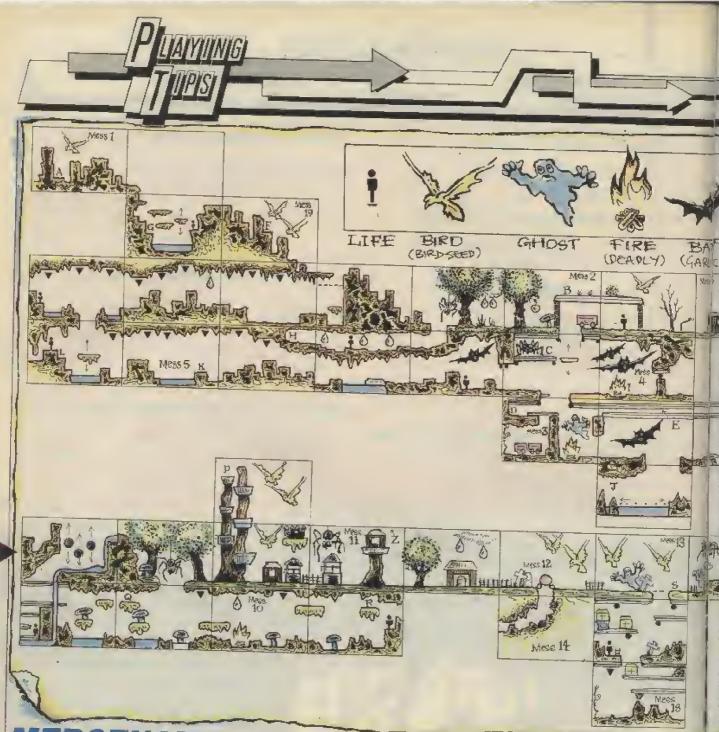
108 POKE 32784,91

EXPLICABLE IS GOING TO HAPPEN......

MT

ACTIVISION,

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MERCENARY GRABS THE PRIZE

A multitude of Mercenary maps and tips have arrived, and the best overall were from Janet Cevdet of Ilford in Essex. Here's all Janet's advice, which wins her this month's £30 worth of software for the best POKEs, hints and tips — and next issue comes her map.

I suggest that to start off you buy the *Dominion Dart*. You should take off with a speed of about 6 or 7. You can fig anywhere; there are no constraints and no penalties, even if you crash. The surface structures are in view from below 1000m altitude, but are best seen from around the 150m mark. If you hover in flight you can get an even better view.

You should learn to navigate using the compass and Benson's location-indicator. Where both coordinates are between 0 and 15, you're in the city area; if either coordinate is any other numbers (including negative) you're in the surrounding wasteland. But there are a few places of interest out there.

If you decide to zap something, get away as fast as possible, before the Mechanoids or Palyars (depending on who the site belongs to) detect you, If you come under attack your only hope is to knock out the android missile. The most effective way to deal with attack is to try rapid flight backwards, to keep it in view white you aim and fire.

To enter the underground complex, land centrally on the elevator cage at location 09-06. Leave your ship and walk through the door opposite to explore the complex. Pick up any objects you find; the ones called 'sights' will help you in your targeting. The power-amp will enable your ship to gain sufficient height to reach the colony craft.

the colony craft.

One early objective is to find the Palyar briefing room. The Palyars will pay you for transporting useful supplies and objects up to their colony craft. They'll also pay you a fee for captured Mechanoids.

Further on in this area, you can but

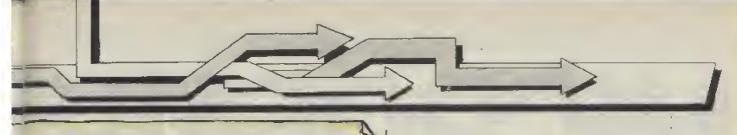
Further on in this area, you can find a communications room, but it is not in working order. I'm sure that if you find some piece of equipment it can be repaired, and then maybe you can call for help.

in the transporter rooms you will find that some doors have a cross on – this indicates two-way travel. Other doors have a single

diagonal which indicates one-way travel; in that case, you are either at the send end or the receive end (and if you're at the receive end you won't go anywhere!). Transporter rooms are a good way to get around, but be carefult some are unreliable:

The colony craft is at an altitude of 65000m. You should slow down on approach from 60000m. Your objective is to land on the square pad. There are three floors with named rooms and offers of purchase where you have the matching requirement. You can find a Mechanold briefing, and have a briefing with their representative.

One way of making money is to carry out any business you have with the Mechanoids, and get the money from them. Then capture as many Mechanoids as possible and take them to the Palyars for your BIG fee.



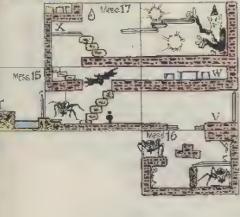


MUSH- FIREBALL WIZARD CAMULET ROOM

SPIDER (INSECTICIDE)







COMPLETING THE TRIO TRIO

At long last those fantastic Chirripoke POKEsters have sent routine to complete the The triol A few months ago Lloyd a printed some POKEs for Airwolf II and Great Callanes from El fantastic compilation, and now here are the SUC POKEs to go them. This routine gives you infinite oxygen and infinite jumps makes you infinite oxygen.

- 10 BORDER 0: PAPER 0: INK 7: BRIGHT 1: CLS: CLEAR 60000
- 20 PRINT AT 8,13;"3DC"

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- 30 PRINT AT 10,7; "START 3DC TAPE"
- 40 PRINT AT 10,4; "POKES BY CAIRNPOKE 1987"; LOAD ""CODE
- POKE 65201,205: POKE 65202,70: POKE 65203,254
- 60 FOR N=65094 TO 65109; READA: POKEN,A: NEXTN
- DATA 62,201,50,250,133,50,244,132
- 80 DATA 62,0,50,75,105,195,233,255
- 90 RANDOMIZE USR 64734

Here's a fantastic map by Paul Forsyth for Code Masters's Dizzy (78% Overall last issue). This is what the little messages in the map mean:

Mess 1: And the yellow god forever gazes down Mess 2: The mine entrance Mess 3: The haunted chimney

Mess 3: The haunted chimney
Mess 4: The deserted diamond mines
Mess 5: There's a one-eyed yellow idol to the north of Katmandu
Mess 6: The village of Cigam
Mess 7: Graphics by James Wilson, music by David Whittaker, other
great games by the same authors include: Super Robin Hood, Ghost
Hunters, Grand Prix Simulator and Professional Ski Simulator. Aug 87
Mess 8: You are now entering the haunted forest
Mess 9: Strange: The ground sounds hollow
Mess 10: The mustroom caves

Mess 10. The mushroom caves
Mess 11: The hermit's rickety old treehouse: paying visitors only!
Mess 12: The green eye of the yellow god
Mess 13: There's a brokenhearted woman tends the grave of mad Carew

Mess 14: The hidden passage Mess 15: The shark-infested moat

Mess 16: The waiting room: why not stay a while: why not stay forever Mess 17: The dreaded castle of the evil wizard Zaks Mess 18: The tomb of mad Carew

Mess 19: The crystal mountain Mess 20: The secret caves

a gleaming emerald free ACME birdseed the graveyard key a plastic raincoat

B; C;

a miner's hard hat

E a bottle of dry ice

a strong crowbar a clove of garllo G:

ghost-hunter's laser

a purse of gold a leprechaun wig

a protective amulet

M: a mucky grease gun
N: a burning torch
O: empty potion bottle
P: the gardener's spade

OP OR STUV a mushroom trowel rusty bolt cutters

can of insecticide

vampire dux feather a can of 3 in 1 oil a horseshoe magnet

flask of troll brew W

a broken heart

a sharp diamond cloud's silver line

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And don't forget there to the usual address.

And don't forget there's now £30 worth of software given eway for the best map and £30 worth for the best tips and POKEs each month. There's no prize for threatening letters except a midnight visit from the Ludiow Mafia.

Oh, that usual address in full:





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62 CRASH December 1987



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JUDGE DEATH

JUDGE ANDERSON



BOLLAMD

TO ALL
MEGA-CITY
CITIZENS

Led by Judge Dearn, Mcg s being terrorised by the Dark Jud. ey are dedicated to stallping out they believe is the ultimate crime in th. U se — life itself! As Judge Ander o , o alone to face the onslaught of Death grim colleagues, Fear, Fir at c s Only your psychic powers and bazir q and n save Megacity. And when the battle is won on Earth you still face the final conflict on the Dark Judges home territory Deadworld.

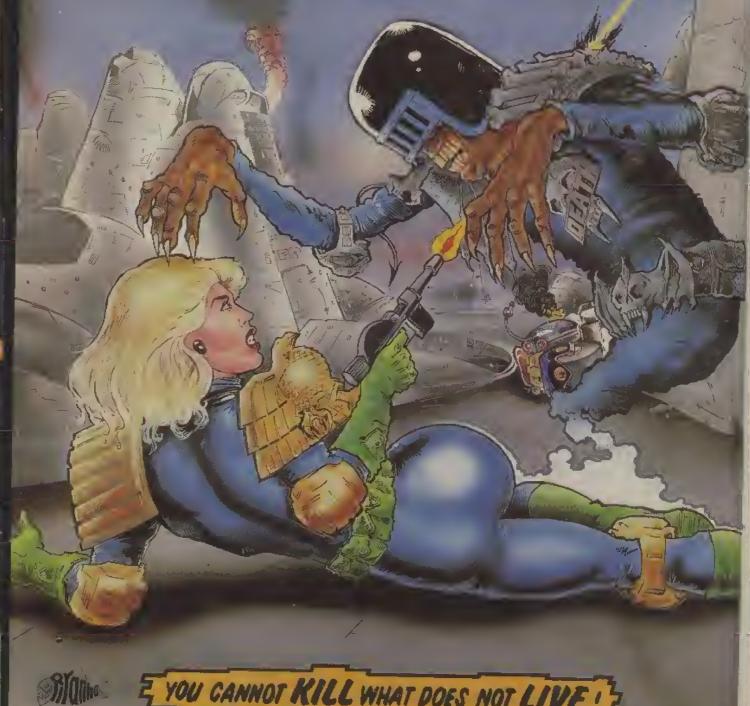
Programmed by Andromeda Software.

Spectrum, Commodore and Amstrad cassette

Commodore and Amstrad disc £14.95

Release schedule and further details from Helen Holland, Plranha, 4 Little Essex Street; London WC2R 3LF, Tel: 01-836 6633

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E YOU CANNOT KILL WHAT DOES NOT LIVE! }

JUDGE DEATH

JUDGE ANDERSON

I BEGAN AS JUST ANOTHER ROUTINE CASE IN THE CAREER OF JUDGE ANDERSON...

....IT TURNED INTO A MIGHTMARE OF EVIL THAT THREATENED TO DESTROY EVERY MAN. WOMAN AND CHILD IN MEGA-CITY ORE! ANDERSSON!
| HAVE RETURNED!

JUDGE DEATH!

GET OUT OF MY HEAD, YOU GHOUL! YOU'RE DEAD! I KILLED YOU!



SEA ELOGE :

CANNOT

WIST MAY

HAVE WA

LOOS ! AOS

DOK: THAT WAS SOME DREAM; FRINEW I SPOULDN'T HAVE HAD THAT CHOOSACHEEZ FOR SUPPER!























CONTINUED ON THIRD PAGE FOLLOWING

THE FOUR DARK JUDGES!

THIS CITY

THE CRIME ISS LIFE!















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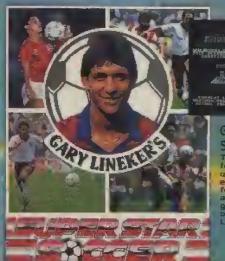




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GET TO GRIPS WITH

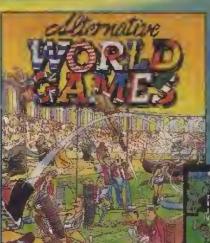


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ITS A SHATTERING EX





TALES OF THE **FUTURE**

ITAN SIGHTS THE **ICEBERG**

TITAN BOOKS began publishing five years ago with an album of Judge Dredd stories. Everybody told Nick Landau, Titan's Managing Director, it would never work - but that first book sold out within two months. And Titan's on its twentieth Judge Dredd compilation riow.

Soon Titan was compiling other 2000AD strips into albums so readers could get whole stories in one piece. These collections sell throughout Britain and America, and they're just as well known as the 2000AD comic itself.

Titan has expanded into buying and publishing American graphic novels and packaging the more adult-oriented American comics, very new to the British public. The first of these was Batman; The Dark Knight Returns by Alan Moore, after its release in December this grim tale spent two months in the *Gunday Times* Best Seller List. Next came *Swamp* Thing, again by Alan Moore, and Book Two in this series has already sold out.

'So we discovered that there is a very different market for comics In Britain and indeed the States, says Managing Director Landau. Penguin is also beginning to realise this new market for comics; it's just released Maus by Art Spiegelman, which is the story of the Holocaust in a graphic-novel format. These graphic novels are selling into mainstream bookshops, to people who wouldn't normally walk into a speciality comic shop and pick up a copy of, say, 2000AD. The fact that it has a spine and can be shelved makes it accessible to people who would turn up their nose at a pulp comic'. He continues: 'You're able, with

a Titan book, to go and buy something that you'll feel quite proud to have sitting on your

living-room table.

'What we're going to do is select the cream of English-language comics and also European comics. and package them into a trade-size (large) paperback book format and market them into the and market them into the mainstream bookshops like WH Smith, Foyles and even Harrods and make these comics accessible to a readership that's discovering these new comics for

the first time, 'We're also producing a range of material that's not just the traditional sci-fi and superhero character, a lot of the books we're producing are a lot more sophisticated than that; for example, Love And Rockets, Hearlbreak Soup and Swamp Thing. We're educating people in terms of what the comics medium

has to offer in the same way as the film medium offers a range of material. Sci-fi and superhero

comics are the tip of the iceberg. In our English-speaking culture, comics have been relegated to the children's market, mostly because of Superman, as comics have always meant superherces. Outside our culture, in Japan for instance, comics, in book form, represent 25% of all publishing – their comics are the size of telephone directories, and

published every week. 'Mainstream publishers like Penguin and Warner Books are beginning to commission writers and artists to do sophisticated stories to sell on the mass market So we're seeing a renaissance of a new medium in the English-speaking world, of which Titan is at the forefront in Britain.

BEN STONE



BEHIND THE LICENCE

CULT COMIC 2000AD has been going zarjazzy for over 500 weeks, building a devoted following and its own futuristic language ("zarjaz" means something like "great, fantastic") despite changes In content and style.

In the two years after its March 1977 foundation, 2000AD merged with several other comics which were having financial difficulties, These mergers built up 2000AD's own readership and reinforced its editorial backbone as the better artists, writers and strips were kept on – and many like scriptwriter Alan Moore and artist Dave Gibbons have gone on to

greater things.
Many of 2000AD's characters have become legends

particularly Judge Dredd, who's appeared in 2000AD almost every week since it started.

His haunt is Mega City One, an enormous metropolis which covers most of northeast America (New York, Chicago etc). This city was built just after the Third World War to protect the northeastern population from the arid Rad-Lands which surround the city and

the evils they contain.

The Judges are a kind of Mega police force: It's their job to keep the peace and uphold the City's Law – with iron fists! There are different kinds of Judges to deal with all the different crimes that have evolved in the overcrowded high-tech conurbation.

It's Judge Anderson featured in

the CRASH pull-out, but Judge Dredd is the most renowned of these lawmen of the Juture – and the star of Piranha's licence.

the ster of Piranha's licence.
Back in the real-life megacity, the most recent change at 2000AD was a change of ownership: In July the publishing giant IPC's Youth Groop, which produced 2000AD, was bought out by BMPC, Robert Maxwell's magazine group.
Maxwell also owns the Daily Mirror and Sunday Mirror, Mirrorsoft and CRASH's printers!
BMPC renamed the IPC Youth Group Fleetway Publications – ironic, because IPC had taken over Fleetway in the Sixties. Zarjaz or Fleetway in the Sixties. Zarjaz or

BEH STONE



2000AD GAMES KEEP ON TRUCKING

THE STRANGE WORLD of 2000AD's Judges is difficult enough to put on the Spectrum screen as it is – and Piranha sent the task to Hungary, where the comic's bardly heard of

comic's hardly heard of!
Still, the Budapest-based programming team Hobbyte soon got into the shoot-'em-up mayhem. Says Creative Manager Tamás Révbiró: 'It's very near to the kind of science fiction very popular in Hungary. It's a crooked kind of science fiction with lots of violence and bloodshed. And the technological gadgets are already well-known through other authors, so it's not totally new.'

often worked with the Londonbased software developers Andromeda.)

First the programmers and then the graphics artist read them over and over and learned them by

heart, ' recalls Révbiró.

Meanwhile, back in the piranha tank, programmer Mike Lewis is working on the game of 2000AD heroine Halo Jones – based on Titan Books's first anthology, The Ballad Of Halo Jones. It'll be out around Faster.

around Easter.

'The basic idea is that Halo Jones goes shopping,' says Lewis. 'The idea is getting to the shopping mall and back again.'



There's been a comics boom in Hungary in the last 18 months, though mostly of film tie-ins and Disney characters — 'they have no cultural value whatever so they were not supported by the government, but they make profit.'

government, but they make profit'. The quite different 2000AD comics went down well with Hobbyte's ten programmers, who are preparing Judge Death for Spectrum, Commodore 64 and Amstrad. (Their previous credits include Ocean's 1984 Chinese Juggler and Mirrorsoft's Issue 26 Smash Spittire 40, and they've

Graphics for the planned five levels and 512 screens are by Carl Cropley, who worked with Lewis on Melbourne House's adventure The Mystery Of Arkham Manor (Issue 43) – but the star feature is the randomisation of Halo Jones's tunnel world. Different tunnels are blocked each time you play so, says Smith, 'you'll have to map the thing but no two games will be the

Piranha's also considering a game of 2000AD's strip Ace Trucking Co...

BARNABY PAGE

THOSE 2000AD GAMES IN GREKK

CRASH Overall Issue

Halo Jones

Judge Death

Judge Dredd Nemesis The Warlock Rogue Trooper Staine

Strontium Dag

Piranha

Piranha

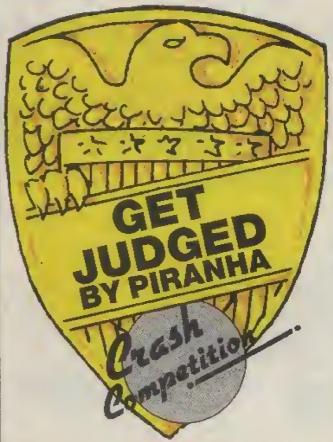
Meibourne House Martech Piranha Martech

Quicksliva

release Easter 1988 review next issue

issue 42% 38 61% 40 79% 36 review next

issue 42% 13



AND WIN A JUDGE DEATH BOOK A JUDGE ANDERSON BOOK A JUDGE DEATH T-SHIRT AND THE JUDGE DEATH GAME

AGAINST their better judgment, those Mega City munchers at Piranha are offering ten sets of prizes to ten unlucky CRASH perps, sorry, readers.

All you have to do win two books, a Judge Death T-shirt and Piranha's new game (review next Issuel) is devise a bit of 2000AD language.

The comic's full of Mega City talk like this:

Borag thungg	Greetings
Splundig vur thrigg	Farewell
Zarjaz	
Scrotnig	
Quaequam bias	My goodness!
Ghafflebette	
Florix grabundae	Many thanks
Fragnum gruelis	April Fool
Grexnix	Idiot
Shut	24001
Drokk	
By Stomm/By Grud	

To win the Piranha prizes just come up with the best, most futuristic-sounding word you can to describe the new Judge Death game!

Send your entries to GHAFFLEBETTE GOODIES UP FOR GRABS COMP, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB to reach us by Christmas. As usual, the decision of the Judges in all respects is terrifyingly final.

NAME

ADDRESS

POSTCODE

BORAG THUNGG! BY GRUD, THAT NEW PIRANHA GAME JUDGE DEATH IS TERRIFICALLY





YOGI BEAR

Hey Hey Hey!
Are you smarter than
the average bear? You'll
need to be to get out of this
one. Boo-Boo's been bear-napped
and must be rescued before
hibernation time. Hunters, mooses,
vultures, bees, caverns, geysers as well
as good old Ranger Smith are
determined to stop you!

Spectrum Commodore Amstrad Cassettes £9.95 Discs £14.95



Berk is back!
Now you can actually
explore the dark and nasty
regions for yourself as you try
to rescue your friend Boni,
trapped in the murky depths.
Along the way all sorts of creepy
critters will try to spook you in exciting
arcade action!

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The Royal
Family as they have
never been seen before!
This is your chance to work at
Buck House — as a menial
manservant. Your job is to cater to
the residents' every whim, but you'll
need cunning, strong nerves and quick
reactions if you are going to avoid a
nasty end.

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Melchester
Rovers is under threat
of closure from greedy
property developers, On the
eve of a special celebrity match
organised to save the club, Roy's
team mysteriously disappears.
Unless he rescues them he may end
up facing the opposition alone!

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JAMES IN ANY

Megacity is
being terrorised by the
Dark Jüdges — Death
himself and his cronies Fear,
Fire and Mortis. They are
dedicated to putting an end to life
itself. As judge Anderson you stand
alone. Only your psychic powers and
blazing gun can save Megacity!

Spectrum Commodore Amstrad Cassettes £9.95 Discs £14.95

BURBURT

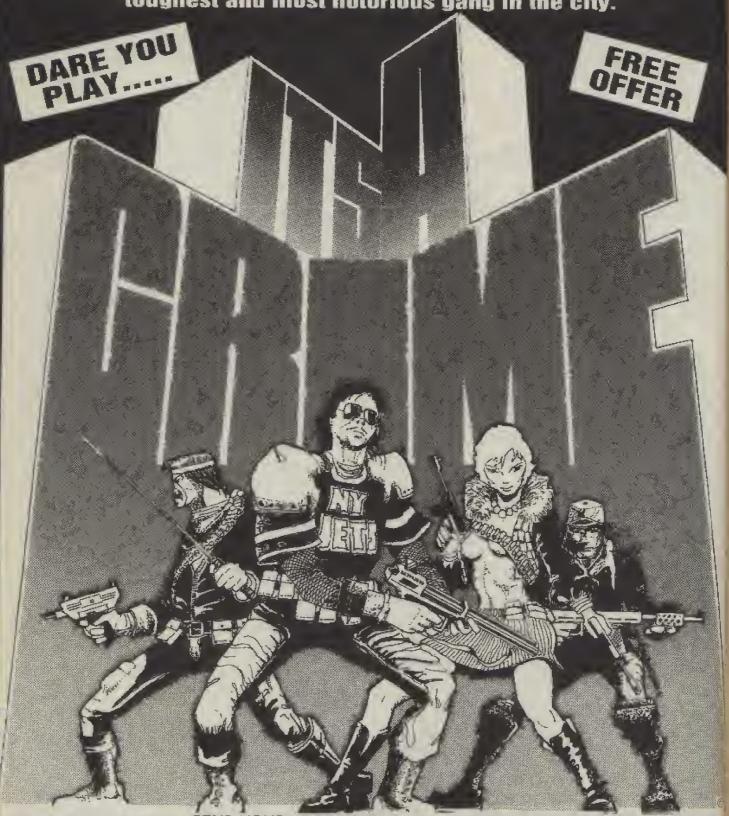
Powerful,
manoeuvrable and
deadly, the Gunboat under
your command carries the
most lethal waterborn weaponry
to date. Deep in the complex maze
of fjords and canal systems are your
targets — huge submarine pens, Your
mission — to seek and destroy!

Spectrum Commodore Amstrad

For release schedules, please contact Helen Holland at the address below. Piranha games are available from all good stockists or, in case of difficulty direct from Helen Holland, Piranha, 4 Little Essex Street, London WC2R 3FL. Tel: 01-836 6633

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COM MAILS



BRENDON **KAVANAGH** brings the good news on playing by mail - new games, your letters answered and the next national convention. Look out for readers' reviews next month!

PBM CONVENTION

it's that time of year again. You guessed – The Third British PBM Convention. The date is February 20 1988 and the venue, once more, is the Porchester Centre, Queensway, London (near Royal Oak Station: just turn left and the centre is 300 yards up the road on

It'll cost two pounds to get in, but if you're wise and hold your

startups till the convention you'll soon more than save that sum. By all accounts there should be at least 40 companies present to flog their wares. Other attractions include a bar and a cafe, not to mention live demonstrations.

Doors open at 10.30am, Bar opens 11.30. Doors close about 5pm. Have a nice day!

BM FORUM

One or two interesting letters here One or two interesting letters here have your anything to say about the PBM world? Any exploits to brag about? Snippets of information to give? Moans to moan about? Or simply questions to ask? Write and speak your mind to: Brendon Kavanagh, PBM Mailbox, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.

RISKY BUSINESS

Is there a PBM version of the board game Risk? 'Tis great fun as FTF and seems to be a simplified ver-

Chris McCarthy, Liscard, Wal-

Besides playing Diplomacy itself, besides playing Diplomacy itself, perhaps you could have a took at Crisis freader's reviews in the Christmas CRASH at your newsa-gent's soon, but not soon enough I'm sure) by M.A.G. — it's a similar game design. Anybody out there with anything to add?

TROLL'S TOP?

Dear Brendon I've read your past few mailboxes with interest, and PBMing, to me, seems to be an ideal hobby. Would you recommend Troll's Bottomas a first game?

Francis Banks, Preston, Lanca-

All I can say about Troll's Bottom is that just about everybody I know who has tried the game has enjoyed it.

Anyway, Francis, to answer your question: yes, Troti's Bottom is a wise choice if you are looking for a simple game to play which isn't

But there's no need to start with a simple game! You'll soon get used to the system no metter how difficult the game is. If you can afford it, it could be worth trying one of the more established and involved games to start in the

PLAYING **OVERSEAS**

Dear Brendon lam one of those many people liv-ing overseas who read about playy-mail games but do not have any Information about joining one.
I know that international games

exist - but that's all! Could you give me the name of a good game and the address of the company

that produces or moderates it? Oh yes, and how much does it cost to

Thope you can help me as soon as possible; I don't receive CRASH till three months after it's issued.

Frankie Kerston, Richmond, Nelson, New Zealand

Now then, Frankie, you have a number of options available to you. As you live in a country which sadly does not spawn many PBM companies (in fact, I don't know of any) all markets are equally conve-nient to you. You could play any British or American game without any problem other than the time delay with the post.

But this needn't be a problem -

most British companies run international variants of their games which use long deadlines of perhaps up to three weeks (your air-mail letter took seven days to reach Ludlow from New Zealand).

l suggest you buy a copy of Flagship from Chameleon Games, GPO Box 2302, Sydney 2001, Australia, which should help you. You could always play an Australian game – Flagship has details of several parments. several companies

SETTING UP A GAME

Dear Brendon

A friend and I have been caught up in the play-by-mail mania and are involved in about five games each. would like to set up our own PBM game. This would run in our school and on the open gaming market. Obviously, we would like this game to be fairly successful, therefore we need quite a lot of

information on postal gaming: How do we start it up? Keep it going? To what use should we put the computer (a BBC model B in our case)? Do we need any special equipment to start it up? How do we get our own PO Box?

I hope that you can help us! Paul Dobek, Flixton, Manches-

Thank you, Paul. As far as running a PBM game is concerned, I only know what I have found out through chatting with gamers who have (or do) run games. Basically, If a good system is devised, things can hardly go wrong. Even KJC Games were in a children think the content of th Games was in a similar situation to your own once!

Things to beer in mind are:
There's a lot of responsibility in running a PBM game; it could go on for years. That's one turn every two weeks, say, for each player. Are you certain you can cope with this? As you are still at school, you must consider (though I hate to sound like an old teacher) your exams. Maybe you should start small, with something easier to cope with while you learn about running a game, by running a game just for people at your school.

Ask around; see how many Things to bear in mind are

Ask around; see how many people would be interested in

playing. All you need charge is perhaps £1 or £2 for the whole game (as long as it isn't too long)—that shouldn't put people off, and remember that if the game is just run in the school there's no need for a PO Permission

for a PO Box or postage costs!

Anyway, find out how many people would be interested in playing your game. Once you know this figure you can sit down and figure out a game scenario to fit all the players. Create a simple fit all the players. Create a simple but effective game using simply the 88CB and a printer (If you have access to disk drives and know how to use them to store retrievable data for the computer there's no harm in using it . . . something easy to write and fun to play. Your computer's memory is limited, so don't go overboard with details

Graphics are not really important in many games, but then again if you can create something simple, effective and useful on a turnsheet then by all means do so. Since you already play a few games, you'll know how to pro-duce the turnsheet. Work out how long your game is to run. If it's just for your fellow students, there should be no difficulty in gettrees should be no amounts in get-ting turns in - perhaps weekly deadlines could be set to speed the game along. Maybe run the game from the start of the autumn term through to the end of the spring term - that gives at least 25 turns, which should be ample for a

fast moving game.
One more practical point to think about: the order forms. Once more, I'd go for the easy option. Take the order cards for it's A Crime! as an example; they're easy to read and fill out. All you enter is the player number and the codes for the player's turn, and the computer does the rest. You could also set up a posting point in the school's computer room, and let everyone know where it is.

Anyway, Paul, that's my sug-gestion. It's not quite play-by-mail, but then there's no bother with handling cheques and postal orders, posting disks or making expensive phone calls. And just think, of the possible pleasures! There's planty of time to start a war during the lunch hour...

BK

IT'S A ZINE!

Karl Laithwaite of Wigan writes with news of PBM File, a lanzing he and his friends have launched.
They produce it on a duplicating machine; some of it is typed and some of it is handwritten.
The first issue teatures It's A

Crimel, and the editors plan to cover a different game each issue; it's all very factual and to the point, though it might look a bit neater reduced on a photocopier to AS

Each issue costs 70p and PBM File can be contacted through Philip Rankin, c/o Karl Laithwaite, 5 Ludiow Street (honestly - Man , Standish, Wigan, Lancashire

NEW GAMES

当とこい にここに

DROP ZONE

J Simmons of Chichester writes about his nicely-produced new PBM battle simulation, *Drop Zone*, where the player leads a mobile infantry squad attacking a hostile planet. Missions are assigned and

your private army grows in

strength.
It all seems nicely figured out, and the rulebook is impressive. For more information write to J Simmons at 30 Burlington Gar-dens, Selsey, Chichester, West Sussex PO20 00P.

EPIC III

JUST a brief mention for this game: not because of any major fault, because of the price . . . it could end up costing as much as £5 a week. Epic (now in its third edition) is a role-playing game in which you play any one of six characters (warlords, princes and

There are different races of people and different kinds of ter-rain, and your workload includes logistics, population manage-ment, offence/defence, diplo-macy, and land and sea naviga-

You also have 22 types of weapons available, and some magic as an added bonus. But the troops can be handicapped on

it sounds enthralling. Write to the British moderators, Rhann Postal Games, at PO Box 12, Sarisbury Green, Southampton SO3BYL. Don't forget the SAE for а горіу.

Fig. enthralling but expensive

ALLEGE PLANTED SANTE STATE TO LES LONG TOOK L. desertant Party Dreft of Long (ID) CONTRACT PORT | DATE |



ECLIPSE

LIKE Epic, this is from Rhann - but the science-fiction game is as dif-ferent from Epic as could be. Eclipse is intended to be an intro-ductory PBM game for 12 to 20 players. It's set in a cluster of

clear and informative

It's a simple game, but like Eplo it's not cheep, with turn lees rang-ing from £1.50 to £2.50 depending upon how active you ere in the

Get further details from Rhann Postal Games at the address under the Epic heading

Eclipse: strategy in space

ECHIPSE CAME HARVAR LINES
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3 Consider Since Hay Consider the Consider the Consideration of the Cons
13 (a) (5.) 4 (b) (6.) (a) (b) (a) (7.) (a) (7.) (b) (7.) (b) (6.) (a) (7.) (a) (7.) (a) (7.) (b) (7.) (a) (7.)
18 Secretary 1 Secretary 1 Constitution 1 Constitut

roughly 200 stars, and to win you must conquer two thirds of the stars (each star possesses a plan-etary system). You can do it alone or with the help of others as a faction (nice scope for diplomacy

Eclipse is basically a strategy game, with battles involving star fleets and planetary armies. Orders are made using those unfriendly computer codes mixed with a bit of English. This can be confusing at first, but things soon fit together, and the rulebook is If you're launching a new professional PBM game, or you're running one that hasn't been covered vet, send details and a phone number to **Brendon Kavanagh** at CRASH

PLANTAGENET

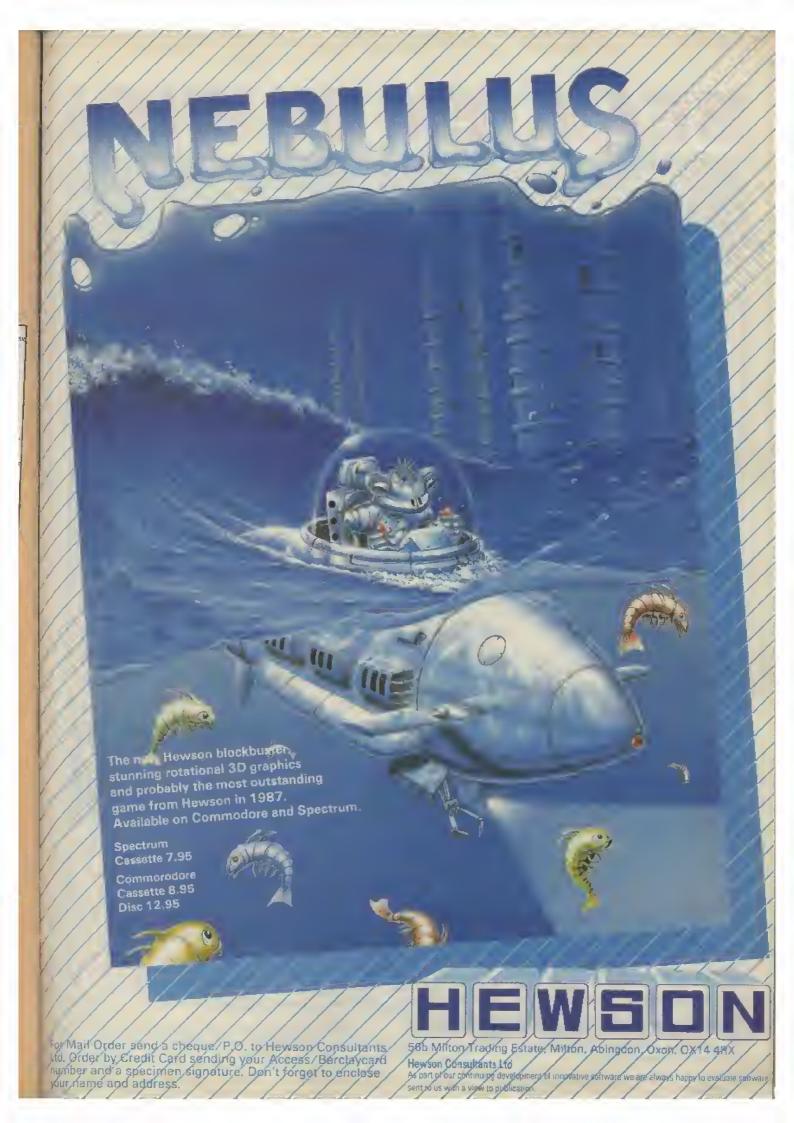
HERE'S a real treat for anyone Interested in 14th-century Britain. You take the role of a nobleman or noblefady (English, Welsh or Scot-tish), and you can buy a castle and run your own private army. You can also thrust yourself forward into public life and enter the govemment, the king's army, or the

If the lord next door becomes a thorn in your side, your army is there to deal with him, and if skir-mishes with the neighbours don't

provide enough excitement, you can attack France as well. A nice touch is the newsletter (named The Heralo) which lets you know what's going on in an older state of

what's going on in an abrapte of English... very enjoyable if you like that sort of thing.

As for costs, it's £5 for setup, rulebook, character profile sheet and the first three turns. Plantagenet is run in real time – turns are processed every day, and every day the game calendar moves on a riav. The producers moves on a day. The producers are: Destrier Games, PO Box 74, Rotherham, South Yorkshire S60 18S.



BEAM 'EM UP WITH



AND WIN

- A PHOTON DOUBLE WARRIOR SET
- COPIES OF DEFLEKTOR AND MASK II
 AND
- MASK II RING BINDERS PLUS COPIES OF THE GAME FOR 45 RUNNERS-UP!

Here's what you do: On the diagram a laser beam emerges from the ship below.

Trace its path to to the finish ...

if it hits a mirror it is deflected at exactly 45.° But if it hits a black hole (shown below), thats the end of the beam.













When you've found the laser's path from A to B, send the diagram and form (or a clear photocopy) to: LIGHT ENTERTAINMENT COMP, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB by Christmas. As usual, the decision of CRASH's appointed judges in all respects is absolutely correct, so no arguments will be entered into.

NAME	
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	

OVER £900 WORTH OF PRIZES!

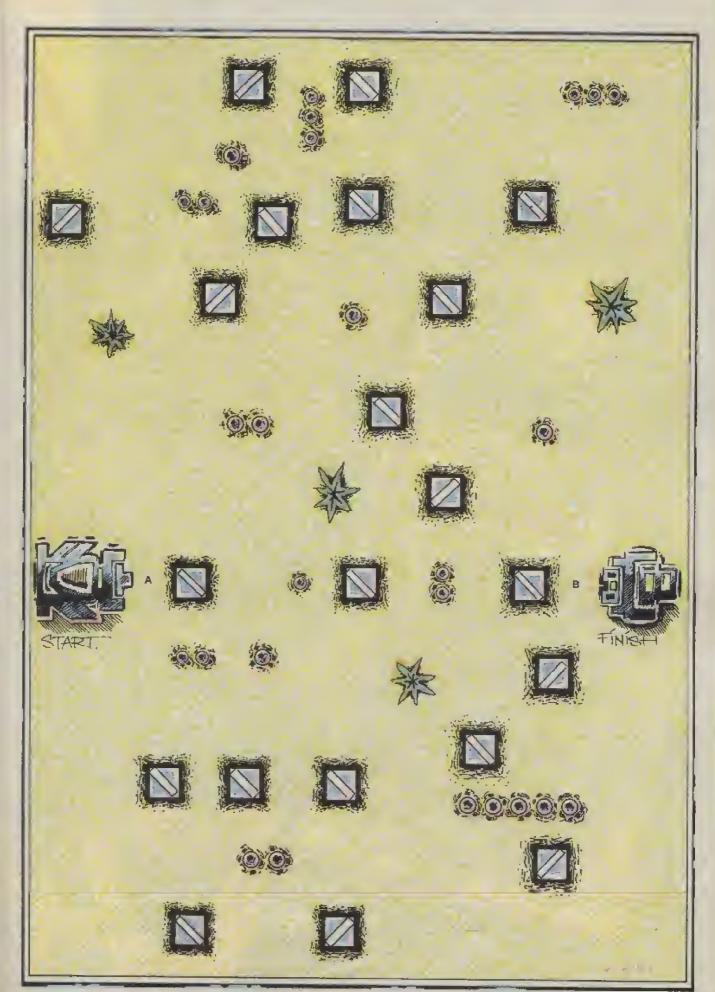
THOSE GRAPHICAL GREMLINS just can't choose between their two new games, Mask II and Deflektor – so they're giving away copies of them both!

(Deflektor earns 77% Overall on page 123 of this issue; MASK II will be but soon, and its MASK I pulled in 81% in Issue 45.)

They couldn't quite decide what gruelling tests to put you through, either. But eventually everyone agreed defeating VENOM and saving the world was a little tricky for 93,000 buyers of CRASH to all do at once, so this comp is based on *Deflektor* – and it's probably as infuriating as the puzzle game itself.

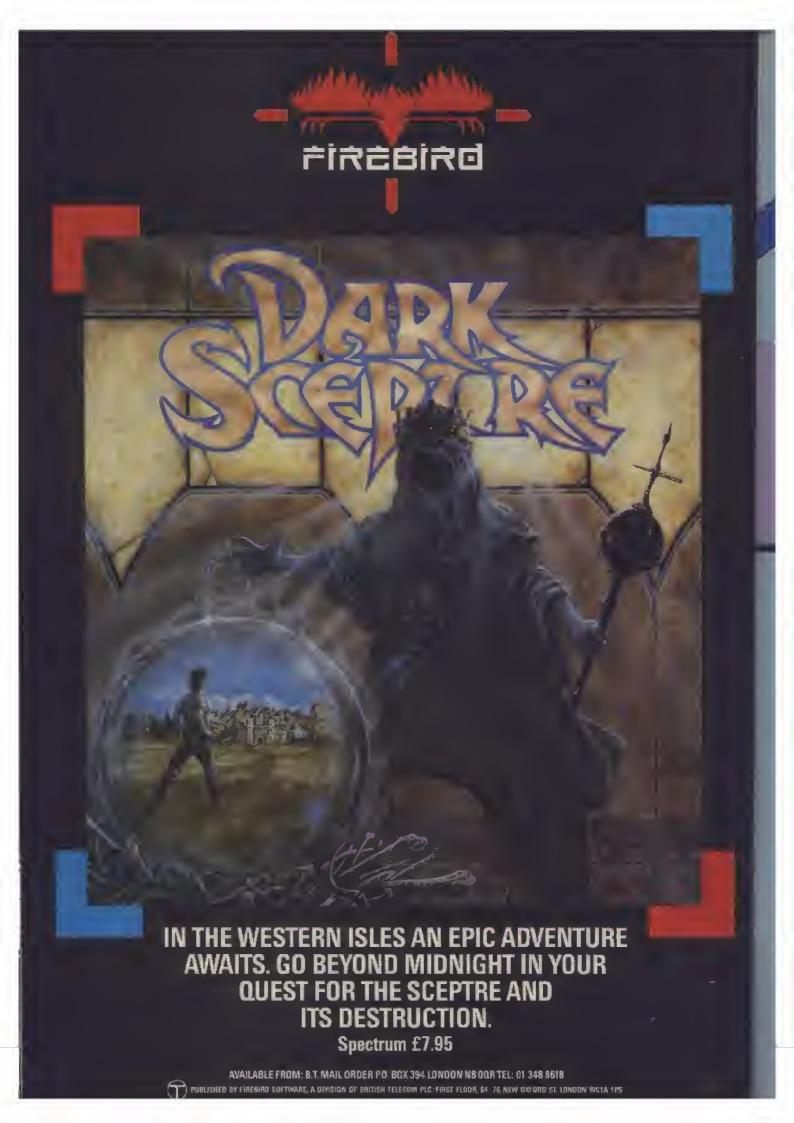
The first prize is appropriate, too: besides the two games you could win LUN's Photon Double Warrior Set, the top-of-the-market two-person light-tag system that THE GAMES MACHINE said 'leads in terms of dramatic effect'. Normally 280, it features two guns, two helmets with chest sensors and webbing, a target and two ammo belts – all you add is batteries and a perfect aim!

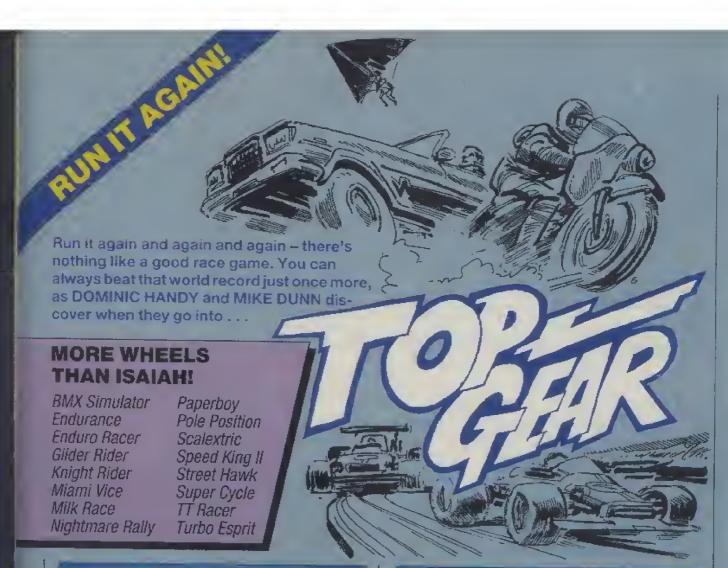
And for 45 runners-up there are copies of the games (normally £7.99 each) and A4 MASK ring binders (normally £2.50 each).











ENDURO RACER

Activision

92% Issue 40

MIKE Induro Receris a direct conversion from the Sega coin-op machine which caused something of a stir in the arcades, in the seal of a powerful off-road materistic, you have to get around the tracks in a rather limited time. The screen display is reminiscent of Full Throttle: you can see the bike and the track in front of it. The graphics are excellent, too. Fast

and exciting, Endoro Racer is the best race game around and it's . . . THE CHAMPION 94%.

DOMENTO: Activision's cover Smash still seems great — because there's nothing like it. The jarky graphics show their age a bit, but the detailed ups and downs create a realistic enough feeling. I can still feel all the bumps and potholes after all those months.

BMX SIMULATOR Code Masters

63% Issue 37

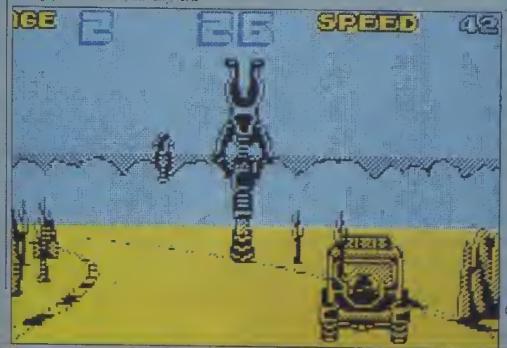
MIKE III Take to the sapple of your BMX In BMX Simulator, the creation of well-known programmer and software publisher Richard Darling, it's a simple gleme, not requiring any real thought on the player's part – you just have to get around the course without hitting an assortment

of planks, tyres and oil cans. But it is not the most mentally stimulating game ever, or especially addictive either!

39%

DOMINIS The graphics may be fairly attractive, but there's no hiding the lack of actual gameplay. Simple stuff at a simple price.

39%



ENDURANCE CRL

69% Issue 24

MIKE This management game puts you in charge of two bikes and four riders in a Formula One motorcycle race. You set variables which affect your performance in the race: your chassis, blike specification, and engine tuning. Blike nandling is then altered to set the speed, safety and we're going short on any of these has its consequences! Endurance is an enjoyable game, remarkably addictive despite terrible graphics and annoying sound.

57%

DOMINIC • Medicerity and simplicity at its lowest limits. Football Manager on the track? No thanks! There's too much strategy and not enough presentation.

CRASH December 1987

GLIDER RIDER

Quicksilva

80% (128 version 92%) Issue 34

MIKE The first 128 game with any sort of enhancement, Glider Rider is made much more atmospheric by music Trying to knock out the reactors which power some black-market arms dealers, you use your motorbike – which when zooming down bills and suddenly reversing direction becomes a bang gilder, conveniently amought the graphies are good, despite the awful scrolling and screen flicting, and *Glider Rider* is fairly playable and addictive

76% (81%)

DOMINIC ■ The idea behind Glider Rider is very good, but the control method rulns the game. Still, the presentation is great — graphics, sound and options are all topnotch. And then there's that superb Dave Whittaker 128K soundtrack.



KNIGHT RIDER

Ocean

39% Issue 33

MIKE III Haven'l you ever wanted to become Michael Knight! I know I haven't, though his car always looks pretty decent. Pity about the game, though Ocean's very long-awaited tre-in with the TV programme puts you in control of the mighty vehicle and gives you the task of stopping the evil terrorists who are trying

to start World War III. Poor graphics accentuate a distinct lack of playability in this insipid shoot-'em-up.

DOMINIC If think the less I say about this the more Ocean will like the comment. B you're going to make people wait for a hyped game, you'd better make sore it's better then just 'average'.

MILK RACE Mastertronic

41% Issue 42

MIKE Take to the saddle of your trusty Peugeot in this 13-stage simulation of the thousand-mile race from Newcastleupon-Tyne to London. It's a very simple game; collect bottles of milk to keep your

energy up, synchronise your gear with the incline of the road, avoid the other riders and you're home and dry. The graphics are basic and jerky, and the addictivity very low.

DOMINIC III A nice idea, but launched too late for big sales, and lacking many aspects of the 'real' Milk Race. There's a superb little time, but it's an infuriating

STREET HAWK Ocean

68% Issue 34

MIKE Cruise along the streets in your mean machine, killing baddles... Ocean's Street Hawk lasted me a few minutes on replay. The graphics are dult, apart from the shoot-out screen, and the manufacture in date. game's appeal soon fades

DOMESTIC There were a few versions of this flying about before we got the final one (mostly for impatient mail-order houses) – but the mass-produced one is much the best. Shading is great and the perspective works well. Worth a look for old works well.



SUPER CYCLE US Gold

63% Issue 37

MIKE ... Another blke racer in the on-sepopular vein: zoom round the course ASAP, and avoid the other riders. Not difficult, Unfortunately, US Gold made this far too easy to play, because there's samply no challenge in the first few levels; it's even possible to wrap around the sides of the screen when you corner!

DOMINIC What a failure this turned out to be. Second fine round it doesn't seem so bad, though - mainly because the hype has died down, and everyone's forgotten about the excellent Commodore version. Bouts of boredom creep in rather too regularly, and because it's still at such a high price Super Cycle doesn't look too good against the budget competition.

POLE POSITION Atarisoft

68% Issue 12

MIKE II suppose it deserves creat for being the original and all that, but the 58% rating was given three years ago, and I'm afraid Pote Position has aged quite seriously since then. One of the poorer racing games

DSMINIC II I walted ages for this conversion to come on the Spectrum – and they did a reasonable job. The graphics may not be as good as in *Out Run*, for instance, but the teel of the game is definitely *Pote Position*, it's dropped tremodously in price, and is unchallenged in its class (at the momential). in its class (at the moment).

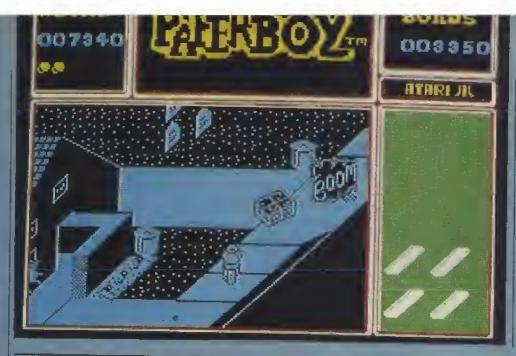
NIGHTMARE RALLY Ocean

80% Issue 34

MIKE Despite the cover depicting a Lamburghini and the game offering an escort, Nightmare Rally is pretty good funior the genre, it's basically a case of betting to the end of the course as quickly as possible. You can't get much more simple than that, can you? There are pretty

graphics and loads of playability, so it's worth checking out.

DOMENIC • I'm still impressed with this reliysprint clone – there's nothing like's. The graphics are very good, and the ear is a sharp representation of a Ford Escort. Animation is also clear, adding to a very contraction of an early state of the sta enjoyable and playable game.



PAPERBOY Elite

88% Issue 33

MIKE III. Hot from the arcades, Paperboy landed on, our doorstep in late 86: a wicked little game, making the eponymous player avoid all the evil objects thrown in his path on the guest to deliver papers to the houses in a street, it's playable (and guite fast), and offers a good deal of addictivity. A next conversion from an even better errade original. an even better arcade original.

DOMENTS — One of Eille's best-ever aroade conversions, Smash those windows, rull over annoying kids and knock the tids off dustbins, all in the comfort of your own home.

TURBO ESPRIT Durell

88% Issue 28

MXE ■ In Turbo Esprit, you get a view out of your car window onto the road directly in front of you; your task is to crosh the drug barons who are corrupting the city's young. Take on the world Milami vice style (ie big fast posy car) in this labulously detailed, enjoyable car game.

DOMINIC • When Turbo Esprithit the streets it turned more than a few heads—
It turned but to be how Ocean's Mamil Vice should have been. The street scenes are so innovative and accurate that most people forgot about the object of the game and just cruised the streets doing three-point furns and smashing into roadworks. Hardly dated at all All you drivers pop out and buy a copy new!

THE CHAMPION 91%



SCALEXTRIC Leísure Genius

57% Issue 38

MBCE The Scalextric toy racing set has almost become a necessary part of growing up, and Leisure Genius brings it right up to the computer age with their Spectrum version. A two-player Chequered Flag variant with a construction kit for good measure, Scalextno isn't bad, technically, but short on gameplay,

DOMINIC E Almost the best racebrack game around. The construction kill ties in well with the title subject, and also makes the game fets of fun to play. And the two-player option adds to the value:

TT RACER Digital Integration

78% Issue 34

MISCE A race game with all the complexity of a flight simulator? A daunting prospect, or at least /thought sol However, 'T Hacer has the content which is lacking in so many games of this genre, giving it addictivity if not immediate playability. For ten quid, some may

expect rather more lun, but I'm fairly happy with it.

DOM/NHC — This has to be the most accurate biking simulation around today. When it first came out I wasn't too impressed, but after many, many more games the true simulation characteristics become apparent and the game more addictive. Most programmers would do wall to look at the comprehensive opener. screen, as this makes the full price well worth paying. The best track-biking simulation on the Spectrum.

SPEED KING II Mastertronic

42% Issue 36

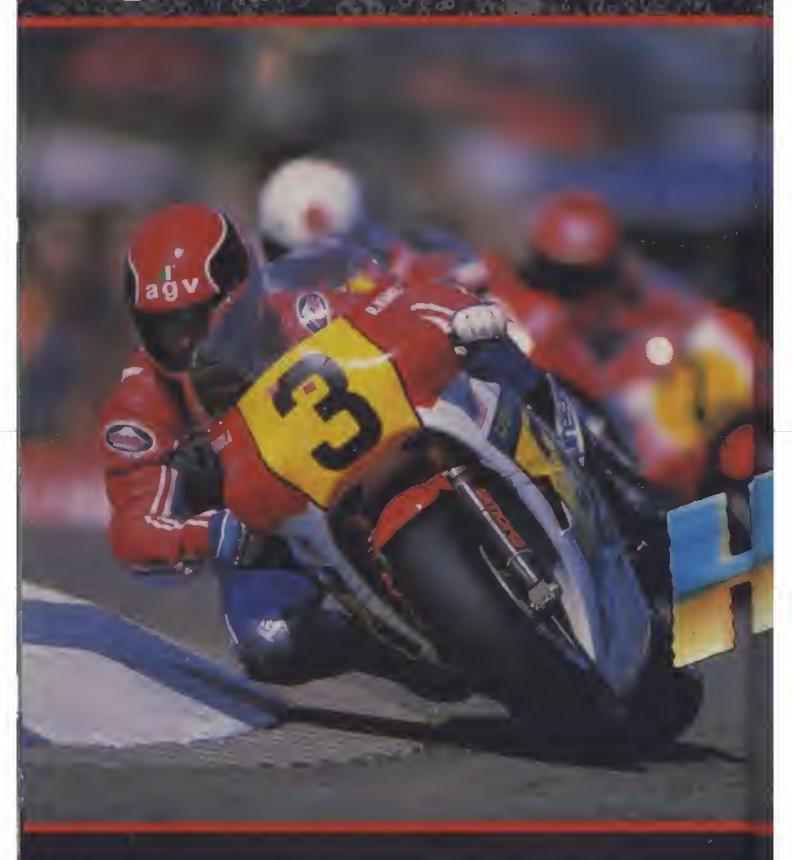
MIKE ■ Take the corners, avoid the other riders, go as fast as possible, and you've cracked the game – not what one might describe as the best face game ever. Pour graphics and an almost total tack of playability make it werse than any

other racing game I can think of.

DOMSNIC ... Along the same lines as Full Throffle, only everything's worse than in Micromega's classic original. Full Throfthe is also at budget price, so I'd give this one a miss



"...the best racing played — even be



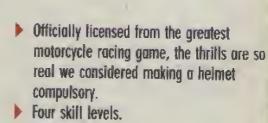


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game we've ever Her than Out Run!"

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ELECTRIC DREAMS





JON BATES sits down to a sandwich. a glass of milk and your musical questions - plus a loony tune for the 128

THE MOTEL is kinda quiet at this time of year, with only a few stuffed birds for company; there's just enough breathing space, dear reader, to answer your missives and print up a 128K-Spectrum tune before some more quests

Back in June Mark Roberts sent in a mighty forme (sctually addressed to Simon N Goodwin, who strapped it to his pet budgie and sent it flying through my wiadow) all about the MIDI codes for the Casio CZ synthesizer series and 128K Spectrums. I covered this in brief in Issue 30 and right now! I'm going through the lengthy process of verifying Mark's info. Eventually – probably in Issue 49—we'll reveal alt in a CZ special with all the other bits and bobs that go to make a Spectrum and CZ happy. Back in June Mark Roberts

to make a Spectrum and CZ happy.
But if you can't wait, pop me an SAE at the CRASH address which is plastered all over the magazine (it's on the contents page, anyway) and I'll burry you an advance photocopy of the codes free of charge – it really is very comprehensive.

FB01 AND CHEETAH

Jason Porter from Rotherham wants to know if the Yamaha FB01 tone generator will connect to the Cheetah MK5 keyboard, and whether you can play all eight notes and change all the voices from the Spectrum. Yes, you can play all eight notes but only if you set the receive channels on the FB01 to the same number, because the MK5 will only transmit on one channel at a time.

directly from the keyboard without plugging in the Spectrum, but if you want to have it as part of a set-up using, say, Cheetah's MiDi Sequencer, you could get it to remember patch changes on playback.

Watch this space for a review of Cheetah's new keyboards (that is, when we can can lay our sticky mitts on them) – though whether the FB01 is better than a DX100 or CZ101 will depend on you.

CZ101 will depend on you.

SPECDRUM AND INTERFACE

Bill Masters from Stockton-On-Tees writes in with the old bogey question: 'Can I synchronise my SpecDrum to a MIDI interface?' Bill, it seems, had written to the designer of Cheetah's MIDI Interface, who came up with an idea which I won't go into because it didn't work!

Interface, who came up with an idea which I won't go into because it didn't work!

The immediate ariswer is 'no' — the SpecDrum uses a peculiar pulse rate of one pulse per beat and it is an analogue trigger, whereas MIDI uses a digital timing code with the number of beats in it sent every 150 milliseconds.

But Simon N Goodwin woke up at three one morning with a mad brain wave that does work. It is a bit complex, though, it requires you to first of all listen to the actual SpecDrum pulse by shoving it titrough an audio system. So in your MIDI setup you set one synth or voice on a separate channel to be plugged into the SpecDrum sync (the mic input).

Now you have to program this synth to reproduce the exact pitch, sound and attack of the pulse code. This synth is assigned to a separate MIDI channel and does nothing but repeat the pulse every beat. By fiddling around with volume levels you should be able to get the SpecDrum firing up in sync—but no promises!

SPECDRUM FANZINE

J Robinson and M Uirich (sounds very formall are setting up a music fanzine for SpecDrum owners. They're on the tookout for programmers, electronic enthusiasts, article writers and

tipsters. The scope of the (as yet unnamed) fanzine will be all known interfaces and software, M Dr. sampling, and general music info. Namping, and general music onto If you fancy your chances contact Messrs Robinson and Ulrich at Croft House, 34 Kingston Road, Romford, Essex RM1 3NB or ring (0708) 49148. No doubt it'll be Fanzine Flied in time.

GOOD FOUR-TRACK **GUIDE**

Richard Lee from Glasgow wants advice on four-tracks cassette machines and he's not the only one. There are several types to choose from, and they start at about \$200.1 don't want to get too

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with a really limited budget the cheapest bet is going to be a second-hand Fostex X15, basic

second-hand Fostex X15, basic but serviceable.
If you want to do some research look at magazines like Home And Studio Recording, Sound On Sound, Music Technology, and Music Now, a freesheet with a good second-hand guide. Ouite a few city high-tech music shops deal with second-hand four-tractiers – get friendly with them. That is all for now. Don't forget the Christmas Special – there's a silly tune in it to play around with white you frick peanuts at the screen on Christmas Day, and a (semi)musical comp. Must go, mother's anxious!

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ECH TUNE DEPT

WE ARE FLATTERED to have our very own custom Tech Niche tune from Jason Cruickshanks of Arbroath. Jason has threatened us with a machine-code program next month. (Next month? Where are you, Jason? We've had this one for ages.)

He explains: I've sent this program for all the music-lovers of the 128K +2, It's got drums, chords and a sort of funny guitar. The program is quite simple; line 13 makes a sort of a bang, which fades — pretty easy to change. Line 90 is the introduction, and you can change that to suit your own needs tool. Line 100 is the drums, chords and that funny guitar all rolled into one. You can also change this to suit your own needs."

- 1 REM music tune for +2
- 2 REM by Jason November 1987
- 3 REM for Tech Niche
- 9 BORDER O:PAPER 0:INK 5:CLS

- 10 PRINT AT 0,10; "Music Tune" 11 PRINT AT 2,4; INK 2; "By J Cruickshanks" 12 PRINT AT 4,8; "For Tech Niche"
- 13 PRINT AT 10,6; "Press ENTER to play"
- 14 PAUSE 15: PLAY "M24 UW7X000U7d".
- "U7A", "U1A", "U7a"

 15 IF INKEY\$ = "" THEN GOTO 15: JF INKEYS = CHR\$ 13 THEN GOTO 100 89 PAUSE 30
- 90 PLAY "M7UW7X4000U2dDaDADEAd fedfe&dfe&(Cc)&":PRINT AT 21,0;INK7; PAPER; "NOW PLAYING!"
- "M7UW7X4000U2dDaDADEAd 100 PLAY fedfe&dedfe&(cC))"
 - "U2dddDDDDDDDDDADD",
 - "U2dDdDaAaaaaaFFF&AAADFDaD&&)",
 - "M21UW7X3000UdDdDaAaaaaFFFAAADFDa DDddFgGaaa"

Not too bad! I'll print up any more tunes you care to send in. Send a print-out to save my lingers and brain, and the program on tape so it can be checked out. New get coding.

IECH NICHE TECH NICHE TECH NI





Boost your Spectrum's RAM and get that +2 printer working with SIMON N GOODWIN

THE + 2 is hard to use with a modern serial printer because the ROM filters out control characters sent through the serial port. This stope you controlling special leatures of the printer like underlining, bold type, subscripts, graphics and so on. But you can get round the fault. The problem is that the serial port is normally set up as a text channel. Every character printed from the computer (with L.PRINT or LLIST, for instance) has a numeric code between 0 and 256. There's a list of these codes, and their meanings, at the back of the +12 manual. THE +2 is hard to use with a

Corle values between 32 to 127 correspond to normal characters, spaces, digits, letters and punctuation. The Spectrum, unlike

punctuation. The Spectrum, unlike earlier Sinclair computers, uses the standard ASCII (American Standard Code For Information Interchangs) correspondence for those characters, so they normally appear the same on a printer as they do on the screen.

Hipwayer, the Spectrum uses the other codes – 0 to 31, and 128 to 255 – to represent graphics, colour controls, and the 48K BASIC keywords, each of which has its own shorthand code between 165 and 255. These codes will have different meanings to a printer. Some will be ignored: to a printer. Some will be ignored: others will control the special

HOW CODES ARE LOST

The +2 checks the code of every characterit prints. If it's a keyword, it is expanded into the letters of that word. Other control codes – apart from CHR\$(13), the end-of-line marker – are ignored. They never get as far as the printer.

Most printers are designed to be controlled by characters that the +2 won't transmit. For instance, many control sequences start with CHR\$(27), the code for 'escape'. Stephen Mayne and Stuert Knott win this month's £30 software prize for revealing a couple of POKEs that turn off the 128's character-code checking, enabling you to LPRINT any code without interference.

To stop the normal checks.

To stop the normal checks,

type: POKE 23349,39; POKE 23350,1 To lum the checks back on, so that LLIST prints keywords correctly.

you must enter.
POKE 23349,36: POKE 23350,1
This information should help anyone struggling to get graphics out of the cheap serial printers sold in large numbers with 128s last

8056 GRAPHICS

Now that control opdes can be sent from the +2 it should be possible to dump Spectrum SCREENS to the 8056 with a short program – COPY probably won't work, unless it happens to use the same cedes.

You can send a graphic image eight dots deep and 256 dots wide to the 8056 by LPRINTing CHR\$(75); CHR\$(0), CHR\$(71) followed by 256 bytes, where the binary values of the bytes indicate the pattern of successive columns of eight dots. Now that control codes can be

the pattern of successive columns of eight dots.
Each image could correspond to a character-line from the Spectrum screen, so 24 images would be enough for a complete screen

The 256 data values for each line are easy to work out. For instance, the data value 170 would give a

column of four alternating dots, because 170 is 10101010 in blnary. To print a similar pattern one line lower, print CHR\$(85)

Of course, you'll need to use the POKEs mentioned above to stop the Spectrum intercepting some

values
Please write in – with demonstration dumps – if you manage to
write a concise machine-code
COPY routine using this information, and the details will be printed
so lesser programmers can get
their sectaons on people. their screens on paper.

PAUL COOK has been following the recent correspondence about putting PAM into the bottom 16K of the Spectrum memory map, and has worked out how to adapt a Multiface One to provide 16K of shadow RAM. This is useful because it means you can replace the Spectrum's ROM with your own code, and make simple alterations to improve the performance of ZX BASIC.

In Issue 41, Tech Tips explained how you can copy part of the ROM into the 8K memory in Datel's Snapshot 2 gadget and tamper with ZX BASIC there to increase the speed of LOAD and SAVE. This is not normally possible with a Multiface, because the Multiface 8K RAM first into the top half of the 16K ROM area and the tape routines are in the first part of the ROM. PAUL COOK has been following

Peul suggests a very simple modification, which only involves adding one chip and one wire to the Multiface. But it stops the Multiface One working normally and breaks the guarantee – so I wouldn't recommend this project to anyone who relies on the Multiface One to load and save software. It also requires a bit of software it also requires a bit of software. It also requires a bit of

fold up pin 27 - the second from told up pin 27 - the second inten-the top on the right-hand side, if you look at the chip so the notch is in the uppermost and - and connect it to the same pin of the 6264 chip which is already on the

board.

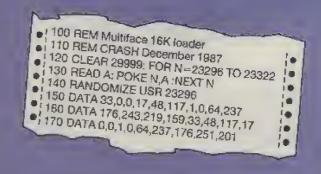
Paul's program to copy the Spectrum ROM into Multiface RAM is printed here; I've added a couple of instructions that woron't in his code or the corresponding Snapshot 2 routine. These make sure that interrupts are disabled while the RAM is loaded – without this precaution there is a small chance that the computer will try to execute code in the RAM before anything has been copied there. You switch on the Multiface memory – ROM or RAM – by reading a value from port 159:

LET X=IN 159

To return to the Spectrum ROM,

To return to the Spectrum ROM, read port 31: LET X=IN 31

You can carry on using the Multiface if you save the contents of the ROM (from 0 to 8191, with the Multiface turned on) on tape or disk and load it into the new RAM when you need it. This is not as convenient as using the ROM, but it's less hassle than swapping obline.



Paul Cook's routine copies 16K at Spectrum ROM into the Multiface One, freeing Spectrum memory

CHANGING CHIPS

Normally the Multiface contains 8K of ROM, and 8K of RAM in a 6264 chip. Paul unplugged the ROM and replaced it with a second 6264 RAM. You can't just swap the chips over, because the RAM chip needs a write signal which the ROM sacket does not cover as So. ROM socket does not provide. So

Paul parformed this hack on a Mark 2 Multiface, and it should work on other versions – including the Multiprint – as well. But Tech Tips hasn't tested that, and Romantic Robot may have changed the design at some stage, so don't attempt this modification unless you're sure you can identify the right parts in your interface and put things back as they were if need bel

NICHESTECHSNICHESTECHSNICHES



+3 must be denting sales of Rockfort Products's Disciple, a drive-plus-Interface combination that sells at the same price as the complete disk Spectrum. But the Disciple was demonstrated at The PCW Show in its new, debugged Version 3-B incarnation.

Among other tricks, this allows

share a 780K disk drive, saves 126K games to disk at the press of a button, and works about twice as fast as the Amstrad drive.

There are rumours that Kempston will soon produce a cut-down, cut-price version of the Disciple - watch this space!



NEW — TRANSFER PACK 4

SPECTRUM TAPE TO DRIVE

A software system to convert many old and new TAPE based programs to your DRIVE (no matter what type) + OTHER USEFUL UTILITIES, Most jarky programs and others (e.g. with zero counter) are EASILY converted to drive, Pack has at least 7 programs! Opus/Beta owners add £1 for OPTIONAL extra program. State TYPE of Spectrum + name of drive when ordering (e.g. 126K Spectrum and Microdrive), £11,99 on TAPE (£12,99 on cartridge for 48k Spectrums only), (£6 if undation). updating)

INFORMATION SHEETS - £1 each - approx 6 TRANSFERS of POPULAR programs per sheet - needs TP4. Up to No. 50 available. SPECIAL DEAL - Nos 1-20 for £3. Nos 21-30, 31-40 or 41-50 £3.50.

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The Disciple: a Spectrum disk system stall developing despite the +3



BASH IT AGAIN, SAM

BASH IT AGAIN, SAM
The most expensive new Spectrum peripheral is Cheelah's DPS drum kit, founched at The PCW Show. It's a steel-framed kit of five octagonal 'syndrums' – pads which you can hit to trigger drum sounds from any drum machine. The obvious partner is the Cheetan Spectrum synthesizer, which has sold in tens of thousands over the last couple of years.

The DPS at the show was hooked up to a Spectrum – 2 and a helty amplifier (more news on how the Spectrum end works next issue.)
It gave a resounding demonstration of two things: the quality of the Spectrum sound, and the solidity of the kit. At £160 it's not a cheap Spectrum add-on, but it's a very cheap drum kit.

The only snag, for professional drummers, is the lack of pressure-sensing; each drum sounds at a single, fixed volume when you hit the pad. Of course, this hardly matters if you always hit things as hard as possible)

E WRITER

RECENTLY I've received a lot of letters containing tips that have already been printed in this column. Please check through back issues of CPASH before spending a lot of time reinventing the wheelf

There's still C30 worth of

software going for original ideas that fit into the Tech Tips format (simple, reliable, effective!).

The address is, as ever. Simon N Goodwin, Tech Tips, CRASH, PO Box 10, Ludiow, Shropshite SY8 1DB.





PERMARKET

ASHES TO ASHES, DUST TO . . . SPECCY?

France Frey's First Law Of The Impermentity Of Materials states that a specially designed double-seamed dust cover will, when placed over a Spectrum, inhibit its tendency-toward dust equilibrium with its environment, in other words, these jobs keep your computer clean, right?

The CHASH Spectrum dust covers, which are by a curious to four. different sets of measurements, to precisely lift four different kinds of Spectrum 128 and the Spectrum 12, And seriously, now, remember this small investment COULD save you big repair bills.

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Llevid Mangrant's futir-part CRASH
History, which communes in this issue,
will had up to 36 pages 48 CRASH
covers and 48 pages of wis. A special
budge will be absoluble in December
to keep the CRASH History
permanently together.
The busin is designed to also
succomviant the complete CRASH
indexes to seviews, ups and forures,
which will be published in the
Classinas Special.
And each binder will come with

reprints of all-Lived Mangram's CRASH Lookbacks (excluding 1987, because that's in the Christman's octal anyway) und some special articles and archival majoral on the history of the Spectrum. With the CRASH History will Jonn a wappe CRASH book of one 120 pages.

You can order the binder now, but please be prepared to want longer than the usual 28 days!

ARMLESS FUN WITH THE CRASH T-SHIRTS

FOUR styles! Three of them feature Oil Frey's most famous CRASH paintings in full colour and one T-shirt depicts a monster from your worst nightmares - King Grub, Wear It if you can stand the

The three covers are: Head Over Heels's Evil Emperor (Issue 39), a monster from Oli's Interpretation of the Level 9 adventure Red Moon (Issue 20), and the CRASH surferthe ultimate Spectrum sports simulator, still wet from the waves of Issue 191

The T-shirts are 50% cotton and 50% polyester, so everyone's happy, and they're all available in two dramatically different sizes: medium (M on the form) and Grubbish, ie extra extra large OXXL).

ARE YOU IN A BIND?

If not, you could be – just wait till your CRASHes start running away! Now you can keep them bound up in a friendly but firm blue binder embossed with the CRASH crest. Each binder holds 12 CRASHes, and comes complete with a little rub-on thingummywotsit which you, um, rub on and then the binder says '1987' on the spine, do you follow? You have to be there really

out you londw? You have to be there, really.

We could go on about the handsome tooling, the embossed title page and the rare art prints which will make this a collector's dition, but it'd all be fibbing. The CRASH binder is, however, very useful for making shelves collapse when overloaded with 164-page editions of the magazine!



These T-shirts are ONLY available from CRASH' and you won't find the distinctive artwork on T-shirts anywhere else.

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CAP THAT!

This baseball-style headgear is especially designed to protect the wearer in the evant of (a) King Grub or (b) s shelf overteden with CRASHes falling on his/her head. However, the blue-and-white CRASH cap (which comes complete with an adjustable strap so one size lifs all humans) is also useful for carrying water through deserts, taking charitable collections at The PCW Show, getting stones out of horses' house, and, in extreme cases, wearing on your head.



MULTIPLE **ORDERS**

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Please remember you CANNOT send competition or charts entires, letters to the Forum or Playing Tips, or any other correspondence to the potential and subscriptions departments in these Multiple Order envisiones. They regains to a different side of Littlewi

BACK NUMBERS

Don't miss out!

3 APR Sinctair tables to CRASH * Stack Light Rifls * Run it Again; Missile Command games * CRASHtionnaire results * the earliest surviving back number!

**The Culti analysed * the tabled ZX Microdrive appears * Run it Again; Peogo games * graphics unlities * Living Guide; boardgames, simulations, strategy, adventure * the second-earliest surviving back number! (that's enough early back numbers - Ed)

17 Jun Dentan Designs ◆ Sinctair Story 3 ◆ Maps: Knight Lore, Underworks ◆ Leonardo Graphics ◆ Datel sound sampler ◆ Ariss: David Thorpe
18 Jul. Gramlin Graphics profile ◆ Ariss: Bob Welkelin ◆ Map. Gyron Arribm
19 AIMS CPL profile ● Oliposter ◆ roundup of BASIC compilers/ ◆ Arist: Rich Shonfield ◆ Maps:
Dynamite Ban, Shadowite
20 SEP Electronic Penell Company profile ◆ Maps: Alian 8, Dun Barech
21 OCT Holografix profile ◆ Holograms ◆ Map. Nodes Of Yasad ◆ Platinum Productions profile
22 NOW Fanzine File ◆ Microdrive typ ◆ Arist: Susan Rowe ◆ Fantasy Gamebooks
21 DED Melbourse House ◆ Competer graphics ◆ Artist: Dave Besson
24 XMAS 1985/6Artist: Oliver Frey ◆ Gargoyle Games profile ◆ Lloyd's Lookback ◆ Hewson profile

25 FEB Durell profile • Microsphere • FDRTH and extensions to ZX BASIC
26 MAR SI Bride's profile • Spectrum 128 • Micronet 800 • Murblace 1
27 APR Playing Tips supplicatent • Mel Croucher • Imagine profile • PBM convention
28 BLAY Fanzings • Microsphere • Composite Video Interface • Spectrum
29 JUN First PBM Mailbox • Homegrown software • Realtime profile • Maps: Cyfu, Sir Fred, Saboteur, Tuntahus
30 JUL Birth of a game • Leser Genius • Maps: Pantahus, Movie
31 ABG Software Projects • What processing • Maps: Pantahus, Heavy On The Megich
7 Programmic: Dave Perry • GAC • Maps: Core, Chosts in Gobbins, Bobby Bearing • Echo Synthesizer

Synthesizer

Synthesizer

Advartising + Maps: Dan Dare, Cauldren II + Spectrumming

A NOT Programmer: Jon Ritman, Costa Panayl + Maps: Dan Dare, Cauldren II + Spectrumming

A NOT Programmer: Don Priestley + Genesis Update + Maps: Dynamille Dan II, Equinox,

Universal Hare + Music Machine

35 DEC Cessgner: Dan Malone + Computer Advartising + Maps: Clider Rider, Thrust,

Uphtlorce + MIDI

36 XMAS 1986/87 Lloyd's Lookback • Spectrum Music • Maps: Scooby Doo, Heartland, Drold

1987

37 FEB John Richardson: Jehman • CRASH Reviewers revealed • Metch Day Challenge • Mags: Fairlight V, Freiord, Avanger, Dandy
38 MAB Fairzines • Designar: Bernie Drummend • Meps: Cobra, Impossebail, Uridium • MIDI
39 JPP Arcades update • The 288 • Programmer: Steve Taylor • Maps: Nosferelu, Double Take, Future Kolight, Faud
40 MAY Terminal Man returns • Playing Tips Supptement • Maps: Short Circuit, Antiklad, ConOuest, Into The Eagle's Next, Sceptre Of Begdad, Dragen's Lair II, Turust II, Fet Worm Blows
A Sparky, Tarzan, Allens
41 JBM Programmer: MEve Singleton • Industry Loday • Adventure Trail Supplement • Maps:
Saboteur II, Head Over Heels • Multitackers • 128 bugs
42 JBI, 16-page OMKI pell-cert • Living Daylighis (Im FX • Pregrammer: Pete Cóoka • Mapt:
Auf Wiledonscher Monty, Hydrofod, Rasterscan
43 AUG The +3 arrives • Bun II. Again runs the Gauntlet clenes • Big trouble at The
Bug • CRASHtonneire results • CRE's 30 Gamernakor • Maps: Enduro Racor, Flash
Gerdan

Gorden

44 SEP Programmer: David Aubrey-Jones on Mercenary • The Soga Master System • Is homogrown software healthy? • Tech Tips' that Swift Disc. • Forum: Barberian backlesh continues • The CRASH Challenge • Maps: Vampira, The Curse of Sherwood • lips galore for Killed Until Dead

48 OCT Ryn It Again: the kick-'em-ups • The CRASH History Part One • In the accedes. • The budget accessed • How stars are born: selling your games • On The Screen logo witness • Maps: Game Over, Wander Boy

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The three charts compiled from the votes of CRASH readers are the most realistic way of gauging the popularity of Spectrum games—it is the games that are being played that get the votes, not the games that are in the shops this week or month.

And the votes are important, it's up to you to let us know what you

feel, so fill in the voting forms which live on the results pages to make

your voice heard.

If you don't want to'carve up your issue of CRASH, we understand.

Use a photocopy if you like, or copy the details from the voting forms onto a postcard, or the back of a sealed envelope, and send that to

us instead.

Apart from the sausfaction of registering your vote, there's always the chance of winning a prize. Each month we draw 15 winners from all the voting forms received – five for the HOTLINE, five for the ADVENTURE and five for the STRATEGY chart.

A top prize of £40 worth of software (your choice, not ours) and a CRASH T-shirt is awarded to the first slip drawn from the HOTLINE votes, and another £40 of goodles and a shirt goes to the ADVENTURE and £40 of goodles and a shirt goes to the STRATEGY. Four runners-up from each ballot box collect a CRASH T-shift and a CRASH HAI, Soget those votes in to the CRASH HOTLINE CHART. CRASH ADVENTURE CHART and CRASH STRATEGY CHART: PO Box 10, Ludiow, Stropshire SY8 1DB.

There haven't been many strategy releases this autumn, but this month's chart shows quite a range of companies and games. *Vulcan* holds on to the top spot, while three re-entries, *Their* Finest Hour, Gallipoli and Doomdark's Revenge, all try again.

Andrew Auckland from Cleveland, or was that Andrew Cleveland from Auckland, was picked first out of the Strategy Tank this month. Runners-up are Barry Lloyd from Chorley in Lancashire, Craig Shepherd from Walthamstow in north London, Lee Orchard from just over the Thames in Tooting, and John Cook from boat-racing Cambridge.

After an incredible eight months at Number One Gauntlel gets pushed off the top by Enduro Racer, the Activision top seller featured on Issue 40's cover. Looking further down we see four Smashing new entries: Renegade, Mercenary, Bubble Bobble and Wizbell.

Amedium-sized Welshman wins this month's big prize: Graham Amedium-sized Weishman wins this month's big prize: Graham Frogin form Michaelstor-Super-By is not place with a big name; in Cardiff. His choice of compilations will be taking that familiar train from Ludiow to Newport... The runners-up are all medium-sized, too. They're Chris Beck from Rotherham in South Yorkanire, Garath Lienkins from over Medicine's Well in Cumbernauld, Barry Lloyd from Chorley in Lancashire and Martin Faulkner from Little Socring, no, sorry, Wokingham in Berkshire.

Strategy Top 10

	-	
1 (1)	VULCAN	CCS
2 (3)	ARNHEM	CCS
3 (4)	DESERT RATS	CCS
4 (5)	THEATRE EUROPE	PSS
5 (2)	REBELSTAR RAIDERS	FIREBIRD
6 (-)	DOOMDARK'S REVENGE	BEYOND
7 (6)	LORDS OF MIDNIGHT	BEYOND
8 (8)	TOBRUK	PSS
9 (-)	GALLIPOLI	CCS
10 (-1	THEIR FINEST HOUR CENTURY HI	ITCHINSON



2 (6) ZYNAPS HEWSON 3 (1) GAUNTLET US GOLD 4 (3) **HEAD OVER HEELS OCEAN** 5 (5) EXOLON HEWSON 6 (11) BARBARIAN PALACE URIDIUM HEWSON 8 (14) MATCHDAY OCEAN 9 (12) ELITE FIREBIRO 10 (►) RENEGADE **IMAGINE** MERCENARY **NOVAGEN** BUBBLE BOBBLE FIREBIRD 13 (10) LEADERBOARD US GOLD 14 (15) STARGLIDER RAINBIRD 15 (7) COBRA **OCEAN** 16 (17) BATMAN **OCEAN** 17 4 PAPERBOY ELITE ARKANOID IMAGINE 19 (>) WIZBALL **OCEAN** 20 (18) LIGHTFORCE

No new entries in the Adventure Chart this month, just re-entries from four oldies. The Top Ten looks pretty lively, though The Habbit still holds strong at Number One after over four years on the Spectrum. Robin Candy's old favourite Lords Of Midnight creeps up to the Number Two spot. At the other end of the chart The Pawn makes little progress after last issue's ...

Andrew Cavacluti (sounds a bit Italian) from Blackwood in Gwent (sounds a bit Welsh) thinks The Hobbit is still tops in adventures, and he wins this month's £40 worth of software etc. Next out of the CRASH cap were Steve Hutchinson from the fair city of Doncaster in South Yorkshire, M Venn from Tadworth in Surrey, Lee logham from Leuchars in Fife and Ian Werner of Baldock, Hertfordshire.

Adventure Top 20

1 (1) THE HOBBIT	MELBOURNE HOUSE
2 (8) LORDS OF MIDNIGHT	BEYOND
3 (7) THE BOGGIT	CRL
4 (3) SPELLBOUND	M.A.D.
5 (4) HEAVY ON THE MAGICK	GARGOYLE GAMES
6 (13) DOOMDARK'S REVENG	
7 (5) KNIGHT TYME	M.A.O.
8 (-) BORED OF THE RINGS	CRL
9 (2) STORMBRINGER	M.A.D.
10 (6) LORD OF THE RINGS	MELBOURNE HOUSE
	URE INTERNATIONAL
12 (9) THE PRICE OF MAGIK	LEVEL 9
13 (15) THE BIG SLEAZE	PIRANHA
14 (14) RED MOON	LEVEL 9
15 (-) SHADOWFIRE	BEYOND
16 (18) THE PAWN	RAINBIRD
17 (-) FOURTH PROTOCOL CE	NTURY HUTCHINSON
18 (17) SHADOWS OF MORDOR	
19 (-) DUN DARACH	GARGOYLE GAMES
20 (10) FAIRLIGHT 2	THE EDGE



Christmas Liste.

Ben and Dom,

What's small and black and bursts the seams of a stocking? A Spectrum add-on, of course - there are hundreds of little black boxes for music, printing, screen art and program transfer.

DOMINIC HANDY suggests some utilities and hardware for the Christmas list, and BEN STONE brings joysticks to the world - but don't fight over them, or they'll all be broken by little black Boxing Day.

loystickes

TERMINATOR

Supersoft £19.95

Like most pointless street cred - fake Raybans, expensive earplugs on a Radio Shack personal stereo and the Beastie Boys - the Terminator does serve a purpose, but only just. And its wacky design takes a lot of getting used to

used to.

Being so tiny the Danish stick has a lot of travel, so it's quite unresponsive. And the fire pin is difficult to use: you have to hold the grenade and fire with the same hand, but you can get it to work fairly quickly if you're prepared to go through hand-ache agony. The Terminator is all but indestructible, made of very thick plastic and durable electrical parts, but for nearly 20 quid l'd expect something a little more efficient than the



COMPETITION PRO 5000

Dynamics £14.95 (£15.95 with transparent case, Competition Pro Extra £16.49 with autofire and go-slow mode) This is the joystick. The fire action is brifflant and the stick performs like a

dream. It looks much the same as the Euromax Professional, but for just a pound more you can get it with high-tech clear casing (as in the picture).
It's durable, because the shaft is made of steel and the microswitched

nechanism inside is remarkably simple (and pretty much user-serviceable). The fire buttons work with reed switches, sometimes considered unreliable, but I've never had any trouble. Sadly, there's no autofire on either model, though there's a souped-up version on the market (the Competition Pro Extra) with autofire option and

a go-slow mode never before seen on any joystick.



Konix £11.99 (£12.99 with autofire)

The Speedking was a novelty when it appeared - the first truly hand-held joystick that worked well. It's easy to use, though it has the problem of the Euromax Professional in reverse: the diagonals are a pig to find and use

curomax Professional in reverse; the majorais are a jug to find and use quickly, which makes playing games like fighting sims very difficult. The position of the fire button really makes your hand ache if you're pressing it a lot - shoot-'em-ups turn into a nightmare when you're doing wellf - though it would be difficult to have it anywhere else on the compact little body of the Speedking. There is a Speedking with autofire available, Earlier this year Konix claimed one Speedking lasted for 17,604,000 waggles (that's 27 days of nonstop waggling, tolks!), but the story is not new helleved. Our Magniting Force writes.

now believed, Our Waggling Editor writes.



PROFESSIONAL

Euromax £15.95 (£18.95 with autofire)
The Euromax Professional has most of the features now becoming standard in the Joystick world: posey design and microswitches, and an autofire option it you want to pay a bit extra. (it's the autofire version in the picture.)

At first it's a little difficult to get to grips with, literally, because it's blased slightly to the diagonals. Theoretically this means the joystick's eight directions are equally easy to use, but in practice the stick often slips

out of the vertical/horizontal into a diagonal.

But the Euromax Professional has a brilliant fire action. And it's a great stick for games where deft, precise movements aren't needed; it feels rather flimsy, but the couple that were in the office had fairly long lives considering the hammering a CRASH Joystick gets!



125 SPECIAL

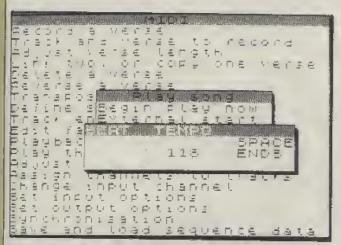
Cheetah £12.99
This new joystick, introduced in last Issue's PCW Show report, has the usual eight directional controls as well as two independent five buttons and a special rotate function which allows the player to twist the joystick for extra-realistic movement. Of course a joystick of such complexity needs more than the usual five pin in/outputs; you'll have to have en extra joystick port, or use both ports on the +2 and +3. There is an autofire function.





in the bleak MiDi winter

Cheetah Marketing £49.95
With this Interface hox and accompanying software you can control any MIDI instrument via the Spectrum. It's superb for people who can write music but can't play — just enter the notes and the computer plays the instrument. Or do it the other way round: you play the music and the computer puts it into musical notation. Including a MIDI lead for connecting the interface to your instrument, the MIDI Interface was reviewed in Issue 40.



MK5II KEYBOARD

Cheetah Marketing £199.95
This 61-key fully polyphonic board with foot switch and MiDI output ports comes packed in a rugged steel case. It's an ideal accessory to Cheetah's MIDI interface.



MUSIC MACHINE

Ram Electronics £49.95

'One of the best all round music add-ons for the Spectrum' - Jon Bates, Issue 34. A sound sampler, sequencer, editor, drum machine and composer all in one little black interface, the popular Music Machine is supported by a wide range of software. Recent additions include Quasar Software's Sample Editor (reviewed last issue) and Tectrics's chord construction kit Compuchord (Issue 45).





SPECDRUM

Cheetah Marketing £29.95

Now the standard drum add-on for the Spectrum, the Spectrum comes complete with eight samples of real drum sounds. Extra drum sounds can be loaded in from tape: the Electro Kit and Afro Kit both retail at £4.99 and the older Latin Kit at £3.99, and all come complete with their own editors. The SpecDrum plugs into most hi-fis via a connecting phono lead. Jon Bates enthused over it in Issue 27.

MUSIC TYPEWRITER

Romantic Robot £7.95

Coming complete with keyboard overlays (48/+), this clever piece of software is a sophisticated tool for music on the Spectrum. Music written on Music Typewriter is displayed onscreen using realistic graphics which can be dumped to most dot-matrix printers, so you can print your own

And your compositions aren't limited to Music Typewriter – all your tunes can be converted to machine code for use in your own programs. Jun Bates went sharpening and flattening on Music Typewriter in Issue 16.

MULTIPRINT

Romantic Robot £39.95

A printer interface with all the options, the Multiprint can dump any Spectrum screen to an Epson-compatible printer in three different densities - it's handy for listings, too. There's more into in Issue 43.



RAMPRINT

Ram Electronics £34.95

Not only does this little black box drive your printer using a very easy menu-driven system (all stored on a ROM chip), it's also useful for those après-Christmas 'thank you' letters because it comes with a built-in word processor, accessible from BASIC at any time and also on ROM. And it you ever get bered of all those line feeds and ESCape codes you

can always plug your joystick in the built-in Kempston port and bash away at a game. See the details in Issue 35.

ALA=ALA=ALA

for the artist



THE OCP ART STUDIO THE ADVANCED OCP ART STUDIO

Rainbird £14.95, £24.98

'Probably the best art utility on the Spectrum' - Mike Dunn (On The Screen Editor). Need we say more? Several versions of the mouse- and joystickcompatible Art Studio utility are available for different Spectrum setups; The Advanced OCP Art Studio, which really needs an Interface One and microdrive to use its full potential, is much more powerful than the original. It has a Scrapbook library facility so you can combine and paste together pictures. Issues 24 and 40 have reviews of The OCP Art Studio and The Advanced OCP Art Studio respectively.



VIDEO DIGITISER

Sunset £128.00

Sometimes to change Prince Charles's ears, or rub out out that blot on Gorbachov's forehead? You can do this and more, provided you've a video recorder, with the Sunset Video Digitiser. This little black hox has all the connections for graphing TV pictures from the video and then using them anywhere you want - even in games. Sadly, there's no printer ribbon that will put them onto T-shirts. Franco Frey get frame-grabbing in Issue 31.

VIDEOFACE DIGITISER

Romantic Robot £69.00 plus £1.00 postage and packing

The Videoface Digitiser is amazingly cheap and fast - it's all here. You can grab and scan three pictures a second, and then produce a very realistic animation sequence using up to six screens. At about half the price of the Sunset Video Digitiser, this represents unbelievable value for money.

Not a creature is stirring. except for a mouse

Kempston Data £49.95

There's no WIMPing out with Kempsten's version of the yupple controller, with button eyes and connecting tail. Don't forget to lock up your cheeseboard and keep the cats indoors. Kempston is still bundling Rainbird's OCP Art Studio with this rodent at £69.95. Or those with a Spectrum +3 you can get Kempston's new Deskiop utility package for +3 DOS and the mouse for exactly the same price.

COMCON

Frel £17.95 (single port), £19.95 (twin port)
This is guaranteed to work with any product that uses the Spectrum keyboard.
By connecting the six plugs to the miniature keyboard add-on you can have eight directions and TWO independent fire buttons (provided you have the correct joystick – also available from Frel). A twin-port version is also available for complex games. Lloyd reviewed the single-port version way back in issue Eight.

MULTIFACE ONE, MULTIFACE 128, MULTIFACE 3

Romantic Robot £39.95, £44.95, £44.95

'One of the most versatile and user-friendly units on the market' - CRASH Issue 29 - Romantic Robot's Multifaces are ideal for the serious gameplayer or utility user with a fast storage device: they can put cassette games on Bela, Opus and Kempston disks.

The Multiface 3 (pictured) can transfer cassette programs for the Spectrum + and 128 to the +3's Amstrad disks, it was welcomed in Issue 45 as a good reason to buy the +3, though Sixword's Swift Disc and Rockfort Product's Disciple are also worthwhite disk systems.

The Multifaces have other uses: most POKEs can be entered using the ROM-based toolkit. And printer-owners are also catered for with a COPY command, ideal for dumping your greatest high scores! All these options are available at any time at the press of a little red button. CRASH first saw the Multiface One in Issue 26.



PLUS D

Miles Gordon Technology £49.95 (£129.95 with 3.5-inch 780K-capacity disk drive)

The Plus D is a new disk and printer interface from the designers of Rockfort Product's Disciple, its Snepshot button will save all 48K and 128K cassette programs to disk, it's claimed, and the interface can make single and double-size screen dumps to a printer. The Plus D is also available in a package with a disk

GAMMA-STRIKE

Gamesware £24.95

Gamesware's Gamma-Strike target-shooting system is a novel combination of hardware and software - you plug a target into the Spectrum, shoot at it with a model gun and watch the computer monitor your scorel it's all done with the latest signal-detection techniques, and Gamesware promises more 'plug-in games' including darts and snooker soon . . . look out for the CRASH review.

rank you Santa, Lots of WV Renand



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Distributed by Activision (UK) Ltd.





OGI BEAR

Producer: Piranha Retail price: £9.95 Authors: Dalali

re you smarter than the average bear?' asks the publicity. Well, there are bears and there are bears. This time we're dealing with the necktie-and-hat-wearing variety who live in Jellystone Park and are

known as Yogi to their friends. But Jellystone Park is not the safest place to live: furry little Boo Boo bear has been kidnapped, and Yogi has to rescue him before the bearlet starts wanting to hiber-

And what with hunters, moose (shurely Hunter's Moon? - Man Ed), vultures, hopping mad frogs, geysers and that mean old Ranger Smith, it's going to be an anxious

time.
Yogi can jump over obstacles, or duck or dive his way around them, but touching an obstacle can delay even an above-average bear or send him back to square one. Yogi can travel more safely by going through caves - if he finds a cave entrance in the first

There are pionic hampers left conveniently lying around, and if Yogi starts shrinking on the screen you know he's getting very hungry. (He's certainly no subtler than the

Toffee apples also lie on the ground, and when you pick one up, an icon box becomes coloured. Each of these icon boxes represents a stepping stone to Boo Boo's prison, and when Yogi has found all the toffee apples and reached the real stepping stones (don't stop reading, this is the



Sear-faced greed

BYM

"Yogi Bear has one of the most aggravating features any game could wish for: at the start of each of your six lives you're returned to the first screen, making progress a very time-consuming business! As for the rest, confusing graphics and the breathtaking speed at which Yogi runs make it all very difficult to manage..."

dramatic bit) he has to take the right route over the stones, or risk being captured himself. And noone wants to read in their morning paper about another botched hos-

Piranha had some problems making a game of the popular Hanna-Barbera cartoon. For a start, the licence-holders insisted that the computer characters look exactly like the cartoon stars - not as easy as it sounds, when every detail must be double-checked!

Yogi's proprietors were also anxious that his image as a funloving huggable bear shouldn't be damaged by the violence and truly nasty nasties of everyday Spec-trum fare. (That's why it's techni-cally your lives and not Yogi's that are lost!)

So bear in mind that the game is aimed at a young, impressionable audience (as is Basil The Great Mouse Detective).

Looking ahead, there's a Yogi Bear competition in the CRASH

NICK

"Yogi Bear isn't so bad if you can get into it, but getting started is the problem. In some of the later screens there's very well-drawn scenery, end the baddles get tougher and tougher, but Yogi Bear will have no lasting appeal; a tune at the beginning and more sound effects would help greatly."

ASIL THE GIR



umber 221B Baker Street is home to TWO great home to TWO great detectives. Upstairs with pipe, violin and Doctor Watson is Sherlock Holmes. Down in the basement is Basil, Mouse Detective. His mission is to find his friend, Doctor Dawson, kidnapped by the evil Professor Ratigan in this licence from the Walt Disney film.

Basil starts in one of London's seedy waterfront districts. By clambering through letter boxes, he can enter houses, to scuttle beneath, around and over

climb short flights of furniture. stairs, clamber on top of crates and leap from shelf to shelf, earning points by completing a screen.

crates. carpetbags often conceal clues, such as a gun, a letter, locks and keys, which can be examined by our rodent hero. If a hidden object is revealed it appears in the great mouse's magnifying glass at the side of the screen, and if Basil considers the clue helpful enough he can pick it up and carry it. But



Say 'cheese'

even a master mouse's pockets are bottomless.

And the cunning Ratigan has left eight false clues; Basil can't discover which are real and which aren't till he's filled five icon clue

Ratigan's henchmen are out to do the smart mouse down, too, though Basil can restore his vital get-up-and-go by nibbling at the pieces of cheese some friend of iaw and order has left lying around.

And he can collect mousetraps dropping them in the pathway of to pin them out of mischief.

Once Basil has gathered all he needs from the river area, he moves on to the sewers of Old

BYM

"I doubt Basil The Great Mouse Detective will be very addictive, even if you can identify all the Walt Disney characters. And perhaps there are too many screens for very young players to manage – so who's it aimed at? "

Christmas Special – a chance to win lots of sweet food from Harrods (toffee apples not included, for technical reasons) plus copies of the game.

PAUL

"Yogi is a tovable old bear, but sadfy the computer version of the eponymous cartoon animal is a lot less manageable than the 'average bear'. The main flaw is bad collision-detection; all the inhabitants of Jellystone Park are accurately and cartoonishly drawn, but this kind of 3-D is hard to manage."

58%

COMMENTS

Joysticks: Cursor, Kempston, Sinclair

Graphics: sparse landscape with adequate character reproduction

Sound: simple spot effects General rating: a very hard game aimed at a very young market

Presentation
Graphics
Playability
Addictive qualities
OVERALL

55% 63% 51% 51%

London town, If the tiny 'tec manages to battle his way through these subterranean darknesses he can at last confront Ratigan himself and rescue the rodent Dawson.

PAUL

"With all those Walt Disney films on Christmas TV this il make the ideal present for any little child's stocking. The characters are very Walt Disneyesque, though the wiry graphics aren't as attractive as they could have been. It's also sad to hear such a bad title tune. Still, the concept of the game is appropriately simple for its appropriately simple for its appropriately simple for its doesn't mean anyone will find it easy to complete."

COMMENTS

Joysticks: Cursor, Kempston, Sinclair Graphics: attractive, cartoony Sound: poor title tune General rating: a simple tis-in which Gremlin intends for the youngest players

Presentation	7598
Graphies	7396
Playability	65%
Addictive qualities	78%
OVERALL	73%

DEFLEKTOR

Still Make

Producer: Gremlin Graphics

Retail price: £7.99 Authors: Costa Panayi

aser beams can be funny things, especially in the world of the Deflektor.

Here the powerful light source is used to destroy energy blobs. But the direct routes to these packets of points are often obstructed by solid walls and blocks. To direct the beam around these and onto

PAUL

"Deflektor will no doubt be compared to Virgin Games's Rebel (Issue 44), though the reflection idea is taken much further here. I've always Ilked puzzle games such as Thinkl and m' and Deflektor is one of the most absorbing ones I've seen in a white. It's really infuniating – and that's what makes it so fiendishly addictive. As the time ticks down, the sweat builds up. Deflektor is simple but cleverly effective."

83%

the blobs, a directing block can be moved about the screen.

The angle of rotatable mirrors can be altered to transfer the beam to other mirrors and finally to the energy blobs themselves.

But nebulous gremlins are intent

upon tinkering with the mirrors and thus throwing off course your carefully-directed beam. These mischievous creatures can be removed with your beam.

EVEL - DE

Deflektor: laser puzzle

There are other dangers. If the laser crosses, or rebounds upon itself, a dangerous overload can be set up. And scattered mines

can be detonated if they're in contact too long with the laser energy.

The laser beam's energy is reduced by frequent movement, but you'll have to remove all the energy blobs from a level to leave it. Then the laser must be directed onto another generator; when contact is made the next level appears with a fresh configuration of mirrors, bombs and energy blobs.

There's a Deflektor competition on page 96 of this CRASH,

MIKE

"Deflektor is quite entertaining at first, but I found it less addictive than most did. The graphics are very good, though."

70%

COMMENTS

Joysticks: Cursor, Kempston, Sinclair Graphics: clear enough to show the puzzle Sound: spot effects Options: practice mode; demo General rating: everything that makes a great puzzle game

Presentation 77%
Graphics 73%
Playability 85%
Addictive qualities 63%
OVERALL 77%

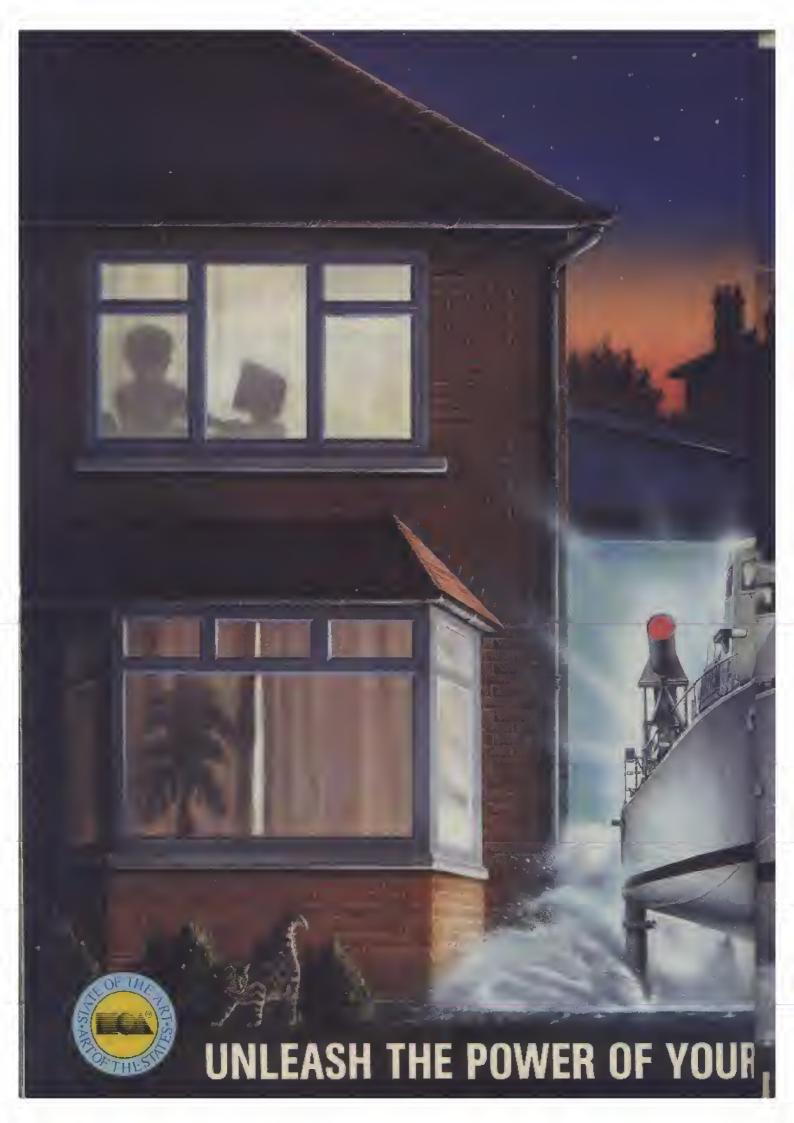
LEVEL : SCORE SCOR

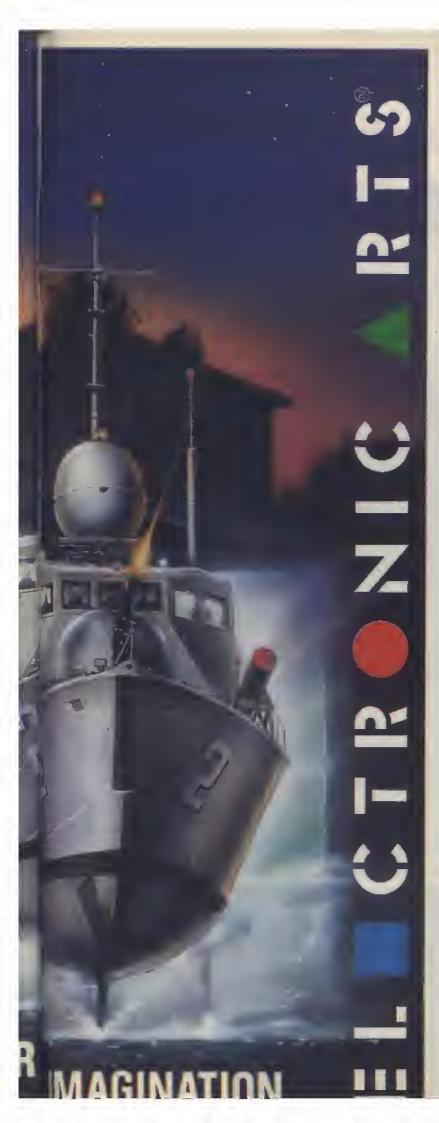
► Rebel without a cause

BYM

"Deflektor is a problem-solving game for those with steady trains of thought – there's no rush and no panic (at least, not till the wobbly egg appears...), you've just got to work your mind around the screen. But don't think it's going to be easy. Hardened genluses may find this a bit domestic at first, but it's very eddictive."

79%

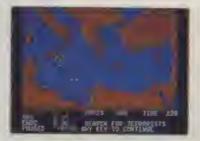




It's 7.00 in the evening. You've just finished another meal. You should do your homework but something is calling you from the garage. Something that would terrify the neighbours. Something agile, fast and deadly. **Pegasus**-the Patrol Hydrofoil Missilecraft. The temptation is just too much.



the authentic handling of NATO ally hydrofoils: US, Italian and Israeli. 76mm water cooled naval gun, Harpoon and Gabriel missiles.



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LEVEL 5

Producer: M.A.D. Retail price: £2.99 Authors: Steve Joyce

n an alien four-storey low-rise block, an informationblock, an information-gathering 'penetration-orb' is exploring the intricacles of each floor, shown on a bird's-eye-view map. But alien Cybernauts are in pursuit, firing their robotic socks

off.

The orb's survival depends upon finding the small stock of weapons hidden around the complex and using them to reach the Cybernauts' own security. computer. Controlling the penetration-orb, you can choose weapons by manoauvring over an armoury point.

Aforce shield

A force shield gives this globular





Level 5; fatal floors

PAUL

"At first sight Level 5 looks like a bad Gauntiet clone, with terrible graphics viewed from above. But it has a strange addictive quality which makes me want to keep playing, and some original, attractive little touches: the sliding doors (which automatically open when you approach them), for instance, and the lift, in which you can choose floors."

sleuth some degree of protection, but it can be damaged and eventually destroyed by hits from alian weaponry and contact with the Cybernauts themselves.

Still, shield and weapon energy can be recharged at the complex's energy points.

energy points.

If the menacing Cybernauts are beaten off by the fast-moving orb, they dematerialise only to reappear, faster, fitter, stronger, veritable Arnold Schwarzeneggers among androlds, all thirsting after the penetration-orb's oily blood.

BYM

"Maze games just don't seem to go out - and that's surprising when you look at Level 5. Though the scrolling is smooth and the graphics are good, there's not much challenge in the boring task. Here's a playing tip in advance, though: the nasties get too nasty if one of their fellows gets the chop, so don't kill any! All you have to do is find the information you need and 80b's your uncle."

"A lot more imagination should have gone into Lovel 5; it's simplistic and primitive. There's a bit of fun to be had, but it won't take long for most players to get bored. The graphics, poorly-defined characters, scrolling and very limited sound also leave a lot to be desired."

BEN

But as long as you can survive them, you can move to another floor - at least the lifts are in working order.

COMMENTS

Joystick: Kempston Graphics: bad scrolling of simple characters on a monochromatic play area Sound: unappearing Options: definable keys, one General rating: a simple maze game – but perhaps too simple, and spolled by its graphics

Presentation Graphics Playability Addictive qualities OVERALL





U.C.M. ULTIMATE COMBAT MISSION

Producer: M.A.D. Retail price: £2.99 Authors: Playability By Design

androld and Warmonger names that turn the bowels of hardened men to water, perhaps the two most dangerous criminals to ever appear on the Spectrum screen.

Imprisoned in a satellite that

MIKE

"(t's a pity Warmonger moves so slowly – this makes the difference between being the best and just being very good! The graphics are adequate, though minuscule, and the lack of colour doesn't affect the outstanding playability of U.C.M.. And the level of difficulty is just right – between frustration and addiction."

each player handles one of the maniacs

They're equipped with forward-

guard picked off.

But the escapees are blaster targets too, And when a few



Warmonger Mandroid and whichever direction the criminals take.

And even when you're a master criminal, playing on building sites is dangerous - some sections of the space prison are incomplete,

PAUL

"Butch Hard Guy is back!!
The eponymous star of Dave
Thompson's first game
seems tougher than ever this
time, and he's changed his
name to Warmonger ...
U.C.M. is very simple but
superbly presented, though
like most vertically-scrolling
monochrome games it has a
display problem. (In this
case, it's difficult
dieficuntishing the enemy's case, it's annound distinguishing the enemy's builets from your own.)
U.C.M. scores highest in
playability - you just have to
have one more game. And
though it's a bit tough to start with, perseverance is rewarded with bonuses: the graphics get better the turther you go. So forget kari Warners – judging from the demo on CRASH Issue 45, U.C.M. has the Ellte game beat before it gets off the ground.

and if Mandroid or Warmonger take a tumble, another life is lost. Whatever happens, blood is going to be spilled.

Among the members of Playability By Design is Dave Thompson, who also did Advance's Butch Hard Guy (65% Overall in Issue 38).

COMMENTS!

Joysticks: Kempston, Sinclair Graphics: nicely-animated; monochromatic Sound: great Dave Whittaker tunes on 48 and 128K Options: one or two players; definable keys General rating: an addictive, mindlessly violent shoot-'em-

Playability Addictive qualities OVERALL

\$ CORE :: 004700 000000 EF002

U.C.M.: butch, hard, and very addictive

orbits Earth, they've got out onto the roof - and they're not just holding up placards. These two have every intention of escaping. But quards soon appear on the scene, and our two protagonists will have to be more vicious and

nuthless than ever before. In one-player mode you control Warmonger; in two-player mode

NICK

" A wickedly addictive game with fantastic sound on the 128K version, U.C.M. has graphics very like Mikro-Gen's Stainless Steel, with bas-relief sprites and detailed backgrounds. Gen's Stainless Steel, with bas-relief sprites and detailed backgrounds. The detailed backgrounds, the only problem is that Warmonger moves rather slowly, But the way the bazocka explodes is brilliant! "

guards get together in a group, they can turn their fire upon firing blasters and earn points (and 1 thus extra lives) for every prison

That hazonka in full





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COMMODORE USERS Review October Issue

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Review November Issue

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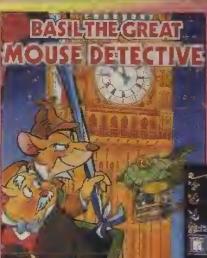
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DEFLEKTOR

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BASIL THE GREAT MOUSE DETECTIVE

From the basentent of 22 th Baker Street, Basil and his faithful bloodhound Toby venture forward in syarch of the dastardly Ratipans hideout where poor Dr. Dawson is hald against his will. What clues do they uncover amongst London's famous landmarks? What disguisee do they adopt in revieng around the rodent underworld? It's elementary my dear onthusiast, the answers are in the game. The question is do you have the skill to unearth them!



CBM 64/128 £9.99 C £14.99 D AMSTRAD £9.99 C £14.99 D \$7.99 C

ITS A SHATTERING EM

Grentin Graphics Software Ltd. . . . a House

10 Curer pro- Control of the Total Control



Spectrum near you!



Combat School: practice for the real thing

FIRST OFF in a month of wild

FIRST OFF in a month of wild promises are seven, count' em, from Ocean. And three of these are big coin-op licences.

Combat School (from a Konami coin-op) offers all the thrills of Spectrum violence without actually hurting anyone — it's a simulation of military training, with leatures including assault courses, tough target practice, arm wrestling, chin-ups, an 'iron man' course and man-to-man combat with the US Army instructer. Combat School 'puts you and your joystick through helt', gloats the press pack — and after hell there's a real mission to put your skills to the test. Review next issue, with luck.

The Rastan Saga (from a Taito coin-op) is a sort of fantasy Combat School – but here the tests are demons, lava pits, 'the living dead and more', and you're the usual warrior king. It's back to the present with Gryzor, though – this Konamt com-op licence, coming very soon, takes you through alien territory with guns blazing. Cor.

And it's almost back to Combat School with Pletoon, the game of the smashingly successful 1986 Vietnam film. There's more to Platoon than shooting 'em up; it's a combination of combat, exploration and collecting. That's out in January.

out in January.
Also from Ocean, comes

A trial of strength in Ocean's Combat School





Ocean's Platoon: depth in a Vietnam movie licence



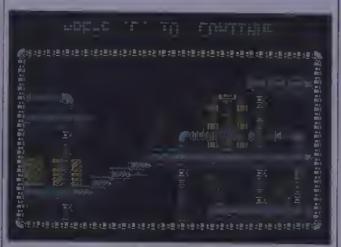
- Software Manager Gary Bracey (right) with two Madballs
- Ocean's Madballs; as seen in a disgusting cartoon

Madballs by Denton Design – arcade action based on the disgusting TV cartoon and toys





Ocean's Basket Muster, relive every basket with an action replay



Deviants from Players: Joe Blade in the 52nd century?

with names like Slobulus and Flst Sucker ('Eggs to smash! Chickens to squash!' they promise). And Where Time Stood Still by the Where Time Stood Still by the same authors is a fighting game compared to The Great Escape (though it's 50 times targer, they claim). We already mentioned that this was in the pipeline under the working title of Tibet—and that's where it's set.

Basket Master, written by Spanish software house Dinamic, is a baskethall sim with a TV touch—slow-motion action replay events.

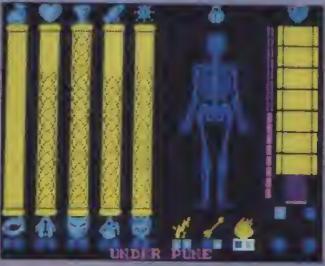
spanish software house Dinamic, is a basketball sim with a TV touch—slow-motion action replay every time you score a basket!
Ocean's other sports game is Match Day II—see the separate panel for details. But still with the sporting life, Tynesoft's Winter Olympiad '86 (which is probably out at £7.95 on cassette by the time you read this) features six events from the 15th Winter Olympics, which are held in Catgary, Canada in February, Ski-jumping, the slalom, downhill racing, the bobsled, a two-part blathlon and speed skating can hardly leave you cold. And compared to all that, Players's sport simulation is a bit of watery relaxation—Riding The Rapids takes the eponymous player white-water cance-racing on four different courses packed with natural obstacles. with natural obstacles

Also from Players comes the devious *Deviants*, search-and-destroy in a mutant-infested age; it's by Colin Swinbourne, whose *Joe Blade* earned 84% in Issue 44. And then there's *Hadius*, a straightforward horizontally-scrolling shoot-'em-up-plus-subgame rolling on more enemy ships than you've had hot lead; and *Cybernation*. This odd arcade adventure takes you into the strange and beautiful world of intergalactic toilet attendants – all across the galaxy these little men lie sleeping, and you have to wake them up in time for the tourist season. Talk about contrived.

Well, yes, while we're talking about contrived, there's no link at all between *Cybernation* and *Warewolves Of London* from Viz Design (yet another Arloiasoft tabel) '(Tre full moon approaches' Also from Players comes the

Design (yet another Ariolasoft label). 'The full moon approaches'. tabel). The full moon approaches' they say, and we all know what happens then – some clever marketing maniac goes and puts Werewolf Rap – Silver Bullet mix on the reverse side of the Spectrum cassette. So you get music as well as blood, guts and arcade adventure: it's a simple case of chew what you can white fangs are good. fangs are good.

Among the unusual leatures of Werewalves Of London (the game that is, not the lycanthropes



Enlightenment - Druid II: rising from Firebird ashes 103 years on

they're dead ordinary) are sprite-filled screens crammed with as many as eight characters at a time,

many as eight characters at a time, all doing their own thing.

Perhaps it's all just too strong stuff—but you can always sit down in front of TV Games, the new licence label from Domark, its first three releases are based on game shows: Countdown (the real thing's on Channel 4) features word and number puzzles with pressing time limits and 'Cecil the mathematical host', while Bullseye (TV) tests your darts coordination as well as general knowledge. (You throw three darts, and how they hit the board determines the question you'll have to answer – sounds very like the PC version of I Ching, but that's another story.)

And Treasure Huntoomes from that popular Channel 4 show of helicopters, helplessness, Anneka Rice and faket Itlming it's irest as

that popular Channel 4 show of helicopters, helplessness, Anneka Rice and faked timing, it's just as seen on TV: you're given clues to the treasure's location, and you guide a helicopter round (well, over) the country to find it. All three TV Games are out at

The season's big Spectrum sequel is Enlightenment -- Druid Il from Firebird, which brought out the Smashed original just a year ago. Enlightenment -- Druid II continues the adventures of the eponymous Hasnnaxx, returning after 103 years (that's 103 times real time) to free the land of Belom from an evil power. Thrill to the 32 different spells! Gasp at the 15 treacherous levels! It's out for £7.95 'soon', though that's what they all cont. they all say.
Also at Firebird, the Graftgold

programmers – whose credits include Avalon, Quazatron, and

Include Avaion, Quazatron, and Unidium—are converting Tano's colm-op Flying Shark. It'll be underwater for a while yet, though. And in the budget range, Star Pilotis a vertically-scrolling shootiem-up with a two-player option—fit for a good blast, as the review next issue shows. next issue shows.

Just room for a couple more glimpses. From Konami comes the arcade licence Salemander, and Hawson's budget label Rack-It will soon release the puzzle game Anarchy

BARNABY PAGE

Firebird's budget Star Pilot: review next issue







Ocean's Match Day It: feature-packed field seen from the terraces

IF IT'S WORTH PLAYING ONCE.

Match Day II £7.95

November

. It's worth writing again. At least, that's what Jon Ritman reckons. And now his original Match Day (86% in CRASH Issue 13; more appearances in the Hotline Chart than any other game, though never Number One!) reborn as a featurepacked Match Day II.

It's got leagues, for a start. You pick your teams, then off you all go in a league consisting of computer and human players. Maybe you get a bit bored with this and fancy going into the Cup competition - well, you can, and when you've finished you can even go back to the league, to the place where you left it.

Indeed, you can even come back to a game months later, via a clever little code system which restores the computer to its previous status.

And, as in the first Match Day, you can play the computer or a human opponent. You may have thought the goalkeeper in Match Day was a pretty clever dude, but the Match Day B keep' has obviously been to the Peter Shilton School of Training - he can move along the six-yard box, while you still have control of the defender closest to the ball. And you can even forget

controlling about goalkeeper altogether and let the computer do the diving for you.

There are several game durations available (Ritman's dropped the 45minute time, though - he reckons nobody ever used

tti).
Things have changed on the tribute of tribute of the tribute of tribute terraces. The players have the solidity associated their with movement in the first game, but In taking off a bit of weight they've gained a few more skills. When dribbling the ball you can kick it with three different strengths, monitored by a little meter. The strength can be changed while the player is moving, of course, for extra added realism.

You can also define the options to allow you to pass the ball backwards - very useful in tricky situations.

And the players are a bit more manoeuvrable when it comes to rebounds. All bounces in Match Day II are very realistic - even headers can be controlled with great accuracy.

Graphics are by Bernie Drummond, who worked with Ritman on Head Over

DOMINIC HANDY

CORRECTION -MULTIPOKES

Here's Jon North's Speedlock loader and DATA for specific games - the correct versions. Don't use the loader and DATA in Playing Tips, which crept in under false pretences (but do read the editorial about it).

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10 REM SPEEDLOCK BY JON NORTH 15 REM CORRECT VERSION 20 CLEAR 3e4: LET d=23296 30FOR f=1e3 TO 1021; LET t=0 0 40 PRINT "CHECKING LINE ";f . 50 READ a\$,a: FOR g=1 TO 5 60LETb=(CODEa\$(g*2-1)-48-7+(CODEa\$(g+2-1)>57))+16+(CODE . a\$(g*2)-48-7*(CODE a\$(g*2)>57)) 70 POKE d,b: LET t=t+b 80LET d=d+1: NEXT g 90 F t=a THEN GOTO 110 100 PRINT "ERROR IN "If: STOP • 110NEXT f; LET t=0 •! 120FOR f=23404 to 1e9: READ a . 130 IF a>256 THEN GOTO 160 0 140 POKE f,a 150LET t=t+(f-23394)+a: NEXT f 160 IF t <> a THEN PRINT "ERROR IN GAME • DATA": STOP 170 LOAD ""CODE ۰ • ! 180 RANDOMIZE USR 23296 ø i 1000 DATA "2A6E5BED7B",603 . 1001 DATA "6C5BDD2166",555 1002 DATA "580606C506",306 1003DATA "00DD4E00DD",520 1903DATA "00DD4E00DD", 520 1004DATA "23114858E5", 441 1005DATA "C5EDB0214B", 718 1006DATA "587EFE3620", 554 1907 DATA "023600EB36", 345 1008 DATA "C91E96CD48", 658 1008 DATA "5804E10804", 708 •! 0.1 ı . • 1009 DATA "58C1E109C1",708 1010DATA "10D92A705B",478 1011 DATA "ED5B725B01" 1012 DATA "0004EDB02A",459 .534ΦĬ 1013 DATA "745BED5B76",653 1014 DATA "5B010004ED",333 • 1015 DATA "B02A785B36",483 . 1016 DATA "002A7A5B36",309 1017 DATA "7E23365B2A",348 • • 1018DATA "7C5BE90160",545 1019DATA "365232110E",217 • / . 1020 DATA "0C18101832",126 • 1021 DATA "0E19160000",61 .

WIZBALL - INFINITE LIVES

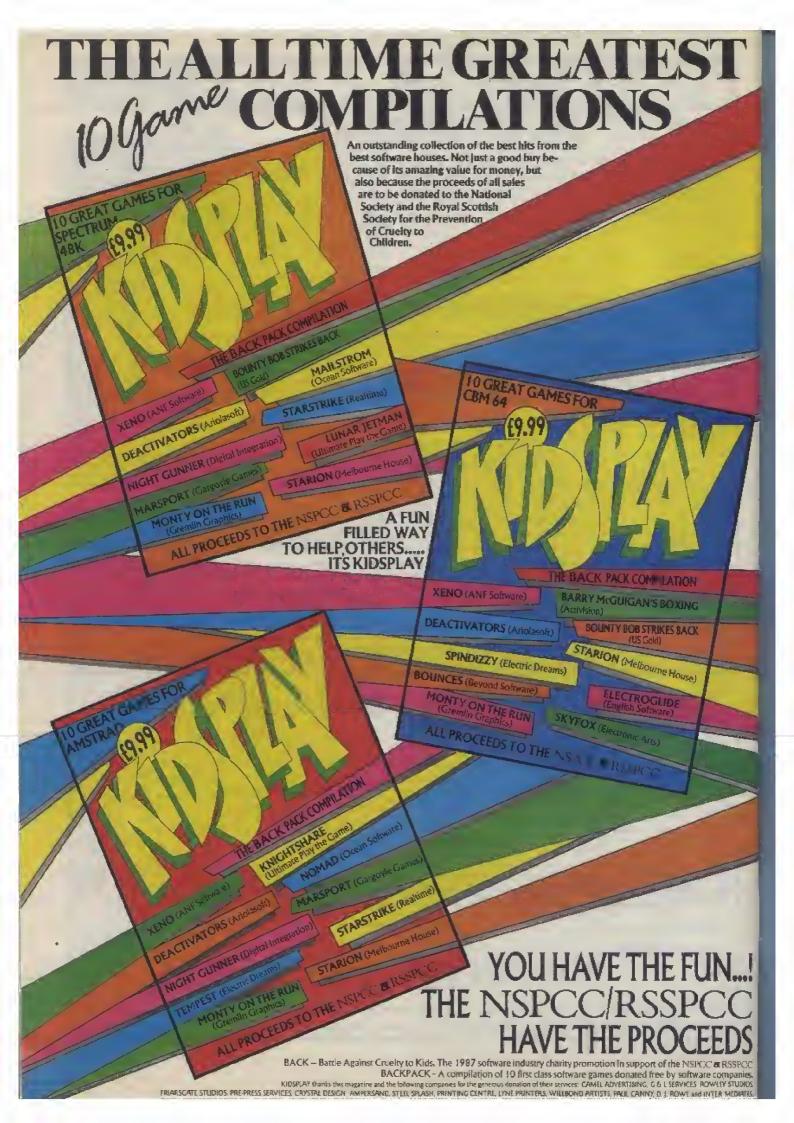
1022DATA 200,175,189,228,110,238,7; 252,0,0,0,64,115,255,67, 255,9,255,175,50,188,144 62,201,50,62,0,49,0,97,251,195,128, 143,107601: REM INFINITE LIVES

Add this line for immortality: 175 POKE 23430,188

ATHENA — KEEP THAT GODDESS GOING!

1022 DATA 0,125,248,228,110,238,7 136,0,17,216,84,115,139,67,139,0 139,175,50,221,190,50,113,205. 50,213,190,50,155,201,50,42,217 49,216,158,251,195,192,240,174509

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If your ad isn't featured this month, don't despair! We'll do our best to get it in ASAP one (as they say in classifieds), and if the worst comes to the worst (which it hasn't yet, but we're waiting) you can always send the ad in again. Don't forget to fill out the whole form, give unflinching obedience to the small print below, and USE BLOCK CAPITALS! (Otherwise the worst could come to the worst.)

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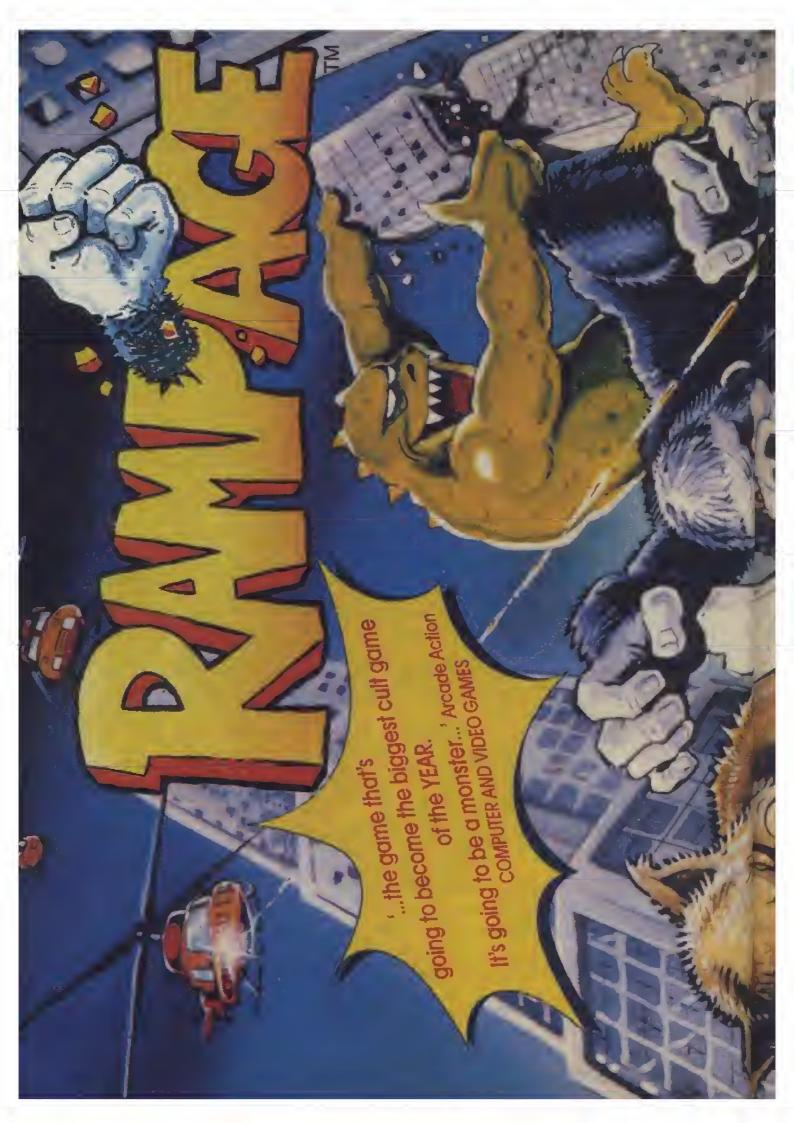
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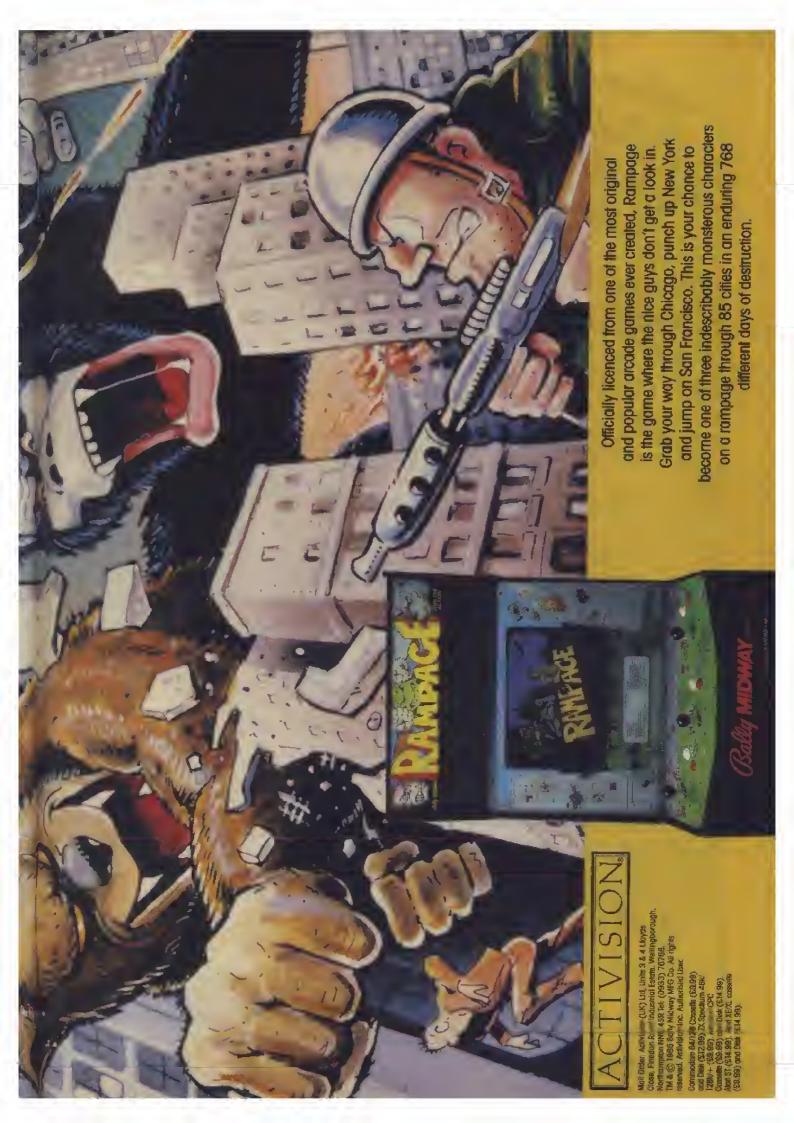
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CRASH BACK NUMBERS HOMEGROWN SOFTWARE PBM [PEN PALS SOFTWARE SALES SOFTWARE SWAP SOFTWARE WANTED OTHER







GOGGLE

COMING IN TIME FOR CHRISTMAS

VIDEO FILMS make ideal presents for Christmas, and with so many budget-priced cassettes around you can't fail to find something suitable. MGM/UA November releases range from the Spielberg scary **Poltergeist** to the heavy-going, but dramatically rewarding, **Dr** Zhivago, both at £12,99,

And then there's Alan Parker's gynating movie.

Fame (£9.99) complemented by the equally alented Pinocchio (£8.99). But my tavounte (and probably yours) is the third in the series of

Tom And Jerry classics at a mere £8.99.
There's plenty around on the rental side, too.
MGM/UA's big one is Running Scared, a comedy starring Gregory Hines and American humorist Billy Crystal as two side-splitting cops who bend the rules to clean up crime. But after coming off suspension for a 'big mistake' they decade to hand in their badges - but must still work out their last 30 days in the force. Warmer Home Video sets November 23

all of with two zary comedies. Mannequin, the movie from which Starship's worldwide chart hit Nothing's Gorma Stop Us Nowcame, is the story of a fashion-durarry designer who falls in love with his own creation, it then miraculously comes to life in the form of Kim Cattrall – some people get alf the luck!

Warner's second release is Little Shop Of Horrors It's based on the stage musical comedy, with a star studded cast including Rick Moranis, Bill Murray, Steve Martin, John Candy and James Belushi

Still with strong soundtracks, **Guild Home**Video's December 15 release American
Anthom wouldes songs from Andy Taylor, Mr. Mister, Stevie Nicks and INXS. The story's set in the demanding world of top gymnastics and of course there's a parallel love story, and then those championships which everyone has to train

Off the parallel bars and down to earth, we come to RCA/Columbia's 84 Charing Cross Road. It was chosen for the 1987 Royal Film Premiere which the Queen Mother attended, so expect a beautifully-crafted love story in this adaptation of the book, where Anthony Hopkins plays the bookshop manager and Anne Bancroft

bays he doosstop makeget and while barrier the sharp-writted young writer.

Two actors who first started together in the 1957 classic *Gunlight At The OK Cornal* are back together—Burt Lancaster and Kirk Douglas costar in Touchstone's latest **Rank**-distributed film. Tough Guya. After 30 years of hard time for train-Journal of the control of the contro again and someone else has still got a contract out on them. They're out looking for respect – but there's not much of that around nowadays!

Rank's other big release, The Fourth **Protocol**, follows Frederick Forsyth's famous novel about a termiying KGB plot to smuggle bits of a nuclear bomb into Britain, assemble it, and then detonate it. Pierce Brosnan (TV's Remirgton Steele) plays the steely eyed Russian secret agent and Michael Caine is the British spycatcher

At the end of Nevember Entertainment In Video releases The Good Wife with Aussies Racitel Ward and Bryan Brown teaming up for the sizzling sensual movie of the month. It's definitely not for clean-up-the-screen campaigners like Mary Whitehouse, but received (avourable

reviews in the cinema

In fact, Mrs Whitehouse had better not be around for the next few months as the lifth in the series of *Friday The 13th* films crawls onto the streets. **CIC Video** has the latest in the bloodcurdling series on which the finifamous Comark game was based. Jason is long gone, but his victims like the viewers) shill have their

If you like tough, all-action thrillers then **Guild Home Video** could have something for you on
December 1 in *Extreme Projudice*. Hard man Michael tronside plays the leader of a crack military group which enters a small Texas town looking for Information held by the local drug-dealer. Nick Holte is the modern day Texas Ranger who doesn't like either of the parties in his

Calling Star Trektans everywhere! Mark down December 4 in your diary - the fourth of the Star Trekfilms, The Voyage Home, goes boldly onto the small screen courtesy of CFC Video. Leonard Nimoy, famous for playing MrSpock, also directs



Michael Caine (right) and Pierce Brosnan in The Fourth Protocol: Forsyth thriller on the small screen

The crew of the USS Enterprise (now they re in a Klingon ship, of course . . . I hope you've all seen Star Trek lift lavel back to the present day (does that make sense!) to get a humpback whate and save their own civilisation which has a whaletallung probe hanging over its head - sadly, histophack whales are extinct in the 21st

century... Even with such a wacky story line The Voyage Homewill no doubt be a hit with diehard Trekkes



Best Shot: Gene Hackman (right) shoots a small town to the basketball big

BEST SHOT

RCA/Columbia PG

IT'S 1951, it's autumn and basketball is flourishing in the small town of Hickory, Indiana. From a mystenous background Norman Date (Gene Hackman) is appointed the new high-school coach. His only friends are the high-school principal who hired him and Shooter (Dennis Hopper) — the town drunk, but a mine of information on basketball and once a great player.

People don't take too kindly to Dale's outsider techniques of training the Hickory

Huskers. What's all this running about waving arms, why doesn't he start shooting? But Date knows the players can shoot, what they lack is discipline and the will to win – and that's where he comes in.

introducing new techniques which could take the team to stardom, he risks

being thrown out by a collection of locals eager for small-tow success.

To bring the team together he enlists Shooter as his assistant and guide through the state play-offs. With Shooter's knowledge and Dale's discipline they prove to be a winning team. But can Shooter stay off the bottle till the finals and will the townsfolk keep the volatile coach?

Dennis Hopper is the real star of Best Shot, creating such an aura it's unbelievable. You can range from hating him for ruining the team's games to feeling

sorry for the pathetic figure. And as usual Gene Hackman commands all around him with the greatest efficiency.

Every game builds up the tension, so by the real final you're absolutely drained. There's lots of story and lots of action — Best Shot is much more than just a film about basketball.

DOMINIC HANDY

There's Gene Hackman and a lot of feet in the foreground; oddly, for another American temple-of-sport film, the self-effacing characters are kept well in the background. There's no-one to here worship, not even Hackman, really. But with Jerry Goldsmith's veritable symphony on the soundtrack and some excellent photography, Best Shot remains tense, often exciting and curiously watchable. Perhaps that's because it's not Hollywood, but supported by British finance and the Indiana Film Commission. ROGER KEAN 80%

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Jane Fonde and Jeff Bridges in The Morning After, did she kill a man the night

THE MORNING AFTER

Guild Home Video

when Alex Sternberger (Jane Fonda) suddenly wakes up in a strange bed she's not too surprised. But when she turns over to see a dead man with the handle of a blade protruding from his chest in bed with her, she becomes a bit concerned. Did she really put the knife in this man's chest after another heavy night drinking? Oid she really but the knife in this man's chest after another heavy night drinking? Or was she conveniently dumped there after suffering another blackout? 'Listen', she says to the limp carcass, 'if I did that to you I didn't mean it... I'm not a bad person'. Even so, the alcoholic TV actress is in pretty deep trouble.

So she packs her bags and heads for the arport, forgetting that it's Thanksgiving and all the flights are booked solid. On her way back from the air terminal she bumps into an ex-cop (Leff Bridges) with a clapped-out '57 Chevrolet, onto whom she eventually unloads all her problems.

But it's strange that an ex-flatfont should suddenly become interested in her.

But it's strange that an ex-flatfoot should suddenly become interested in her problems and then so willing to solve them. And then there's her husband, Jacky, who suddenly filed for divorce... just a few days before the murder. What's behind it all? Did she really kill this stranger in a fit of anger? After all, she has spent three months in prison for attacking her first husband... or was she framed? The story starts off at a fair old pace and does well just to keep ticking at such speed, but what makes The Moming After really worth watching is the superbly-crafted ending with more twists than a helping of French fries. Fonda and Bridges make the perfect team and it's Jagged Edge all over again, though Bridges is on the other side of the fence this time. But it's strange that an ex-flatfoot should suddenly become interested in her

The Morning After has it all, violence, murder, mystery and sex. The plot is well-written but can be hard to follow at times, especially when it seems everybody on the screen is a murderer! Still, the film builds up to a well-thought-out ending. NICK ROBERTS

SPECIAL PAPER **BAG OFFER**

British craftsmanship knows no equal, and it is with pride that CRASH presents a rare opportunity for you and your family to treasure one of the most exquisite gems of these islands — a handcrafted replica of Lloyd Mangram's paper bag, cut from fine brown paper, weathered in the verdant hills of southwest Shropshire, and signed with the traditional marks of the CRASH writers.

This helrloom of future generations is, of course, a strictly limited edition of the highest quality, and only five are available to the lucky Mangramophiles who give the best answers to this single question:

Why does Lloyd wear a paper bag?

Answers on the back of a paper bag or postcard, please, to EXCLUSIVE PAPER BAG OFFER, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB by Christmas. As ever, the decisions of CRASH's appointed judges are final in all respects, though they can hardly be rational with those paper bags over their heads.



SO WE BOUGHT A BOOK AND A VIDEO

EVERY MONDAY in July and August Channel 4 broadcast So We Bought A Computer, a series of half-Jacus programmes showing how computers are used today - completely free of jargon!

And now the producer, Yorkshire Television, has published a book and a video of the series.

At just a pound fincluding postage and packing), the book is packed with useful information for anyone thinking of buying a computer for more than just games-playing, and if it also be interesting to anyone working with computers.

And if you didn't manage to see the earlyevening series, don't give up hope. The video (VHS or Betamax) is available directly from Yorkshire Television, and the price is the only drawback. Your average lad or lass off the street will have to pay £49.93 [including VAT] for the

privilege of watching now.

But if you're an educational establishment, as somarry of usare, you can buy So We Bought
for a mere £29,95 (including VAT), Either way contact Geoff Foster at Yorkshire Television, The Television Centre, Leeds LS3 1JS.



Ghost of a chance: Software Publishing Associates is giving away 25 Spectrum copies of Erik: Phantom of The Opera, on its new Crysys label.

Mark Rivers's game, based on the classic French novel by Baston Leroux, is advertised by a series of cartoons telling part of the phantom's shooking story. (There's one in this CRASH a few pages back.)
But the aids don't give away the grim coeclesion – and the first 25 Spectrum specks sending

in ideas for the ending will receive free copies of the new game, out at the end of Nevember!

You don't have to actually get it right, of course, Just send your suggested ending for the cartoon sits to: Phantom Of The Opera Competition, Software Publishing Associates, Lower Ground Floor, 197-199 City Road, London ECTV 1JN.



DON'T FORGET – now's your chance to best the others to It and get your top scores on the latest games into Room Candy's SCORES, the CRASH high-scores section which will be published for the first time in the Chastmas

There's no minimum score for entry—SCORES will print the highest score we've received for each recent game PLUS a selection of other scores drawn at random. It's a chance to see now you're doing against average players as well as sprite-wielding superherces

And each month Robin will pick five winners from all the entires fregardless of their scores and of whether their scores were published), the first one out of the pile wins **C40 worth of software** of his or her choice, plus a CRASH cap and T-shirt; the next four win a CRASH cap and T-shirt each Solden't forget to tell us on the form what software and T-shirt you'd like if you win a prizel

Send this family with your scores for up to three games to: ROBIN CANDY'S SCORES, CRASH, PO Box 10, Ludiow, Shropshire 578 1DB No lying, piesse – we half vays of throwing them out, if you want to prove you've really done it, you can always send a photo or a screen dump of the

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Some things never change; the decision of CRASH's appointed judges is absolutely final in all respects, and that's settled.

TWORK

PAUL EVANS sees BBs as a Prestel rival

BULLETIN BOARDS are smaller versions of Prestel, run mostly by amateurs for the fun of it. And most are very good to read. Till a couple of years ago the idea of running a BB on the Spectrum was a joke, but then a bright spark called Nicholas Goodall worked out a way of running a BB on a Spectrum: he found he could transmit viewdata frames from one Spectrum to another, which could in turn respond.

So ha set to work and produced Micron V2 (which wasn't very successful), and, after some

improvements, Micron V2.3. Micron allows a hip 'n' trendy Sysop (SYStem OPerator) with Spectrum microdrives and VTX to create a miniature viewdata system - it can have up to 800 pages, if you have eight microdrives. And Micron has nearly all the features of Prestel, including response frames, full routing system, autoupdate pages and dynamic (animated) frames. You can also set up CUGs (Closed User Groups) which have a password system and even telesoftware. The system has two microdrives and comes with a very detailed manual.

BASICALLY SIMPLE

Most of Micron is run in BASIC mainly so it's easy for the Sysop to make changes. You start off by creating all the frames for the board and set up the routes using the editor program. All the pages are then set up in a machine-code file known called SET.

If you need telesoftware, you can use the TSOFT system to create telesoftware from your own programs. Then you use the Setup program to input information needed like keyword, passwords, and even MBX.

Once this is finished, you load up the TX program, setect the time and date and you're off. When the phone rings, press a button and the microdrives zoom into action. The user enters his password and is allowed into your world! Nicholas Goodall also does a

nice line in autoanswer boards (mentioned last time). For around £12 you can get a circuit board which sits in your modern and answers the phone for you, making the system totally automatic – though unfortunately this invalidates the BT approval.

PROBLEMS AND IMPROVEMENTS

As usual, there are drawbacks. Micron isn't a standard system, and accessing it requires special

software. That's available on Prestel as free telesoftware offered by Spec-tacular, (it's only been written for Spectrums and Commodores, which limits the

scope slightly.)

The biggest problem is speed.
Because of the BASIC programs and microdrives it can sometimes take up to a minute to access one

Micron V4 is now being writtenjust as well, because Micron is starting to die out slowly. For information on Micron contact Nick Goodall on Prestel MBX number 108513147.

WHAT TO TRY

If you have the Micron software, try a few of these 8Bs. My favourite is Livernet, run by Stuart Campbell of SPECS fame. It's open every night from 10pm to 7am on 051 546 4640.

Then there's Prestonet, from John Langfield (also of SPECS), It's open Tuesdays, Fridays and Saturday from 8pm till 7am and Saturday and Monday 10pm till

Finally, the cidest Micron BB in the country: Key-Board from Ron Meldrum is open every night from 8pm to 8am. Try that on 0908

SHADES GETS THINNER

. . . in text, that is. Micronet has transformed its MUD adventure into 80-column mode so more information can be shown onscreen – but just in case you like the old method, 40-column mode will still be available. There'll be more on this in a Shades feature nest issue.

BUDGET **GAMES GET** NETWORKED

BUDGET HOUSES Code Masters and Firebird will make new games available on Micronet for as little as £1.50. Reductions on the telesoftware, which Micronet subscribers can tape off the

network, will be up to 25%. Explaining the setup, Firebird Silver Publisher Chris Smith observed: 'Budget software is an impulse buy and telesoftware is the ideal environment for it."

And if the system works, more software houses may work with Micronet – the network's David Rosenbaum says it's 'really acting like any other distributor'.







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WINNERS (CG



Mirrorsoft's Mean Streak can make an action-packed super evening in – but the five too winners of Issue 45's Mean Streak

winners of Issue 45's Mean Streak comp are even now recovering from a real Super Action Day with Mirrorsoft and CRASH at Kempton Park Racecourse in Surrey.
They're Martin Faulkner of Wokingham, Berkshire RG11 4EB; Guy Keough of Blackburn, Lancs BB1 9RG; Justin Cameron of Knapton, York YOZ 6RJ; AS Forsyth of Norwich, Nortolk NR4 6UE; and Tim Genge of Tickenham, Avon BS21 6PX. And these 50 runners-up receive Mean Streak key fobs to dangle from their betts:

dangle from their betts:

Loe Jaffrey, Northwich, Cheshire CW8 38W; Paul Morris, Bushoy Heath, Horts WD2 1HH; Adrian Shaw, Mardow, Bucks 61,7 88U; Mr D A Z Clarko, Gelinaborough, Lince DN21 4HZ; Scott P Harding, Fareharo, Hents PO15 6HJ; Nell Comertord, Coven-

try, West Midlands CVZ 28P; Miles Willmott, Matlock, Derbysbire DES 2.J.; Daniel Bitt, Stanwik, Carilsle CA3-9MS; Stuart Forbes, Newent, Glos GE18 1.7f. Metthew Jones, Easbeigh, Hents SOS 7L.Q.; Jönnes Lofthousd, near Selby, North Yorksbire YOS 7UP; Douglas Ewaneon, Fite, Scotland KY1-2AZ; Darren Cisyton, Refford, Notts DN22, 08P; Anii Seth, Wantage, Chorn; David Millor, Paistoy, Scotland PA2 7MU; Michael Pini, Besildon, Essex SS13 24R; L Millea, Garston, Liverpool L19 2PQ; Jonathan Riderneigh, Markfield, Leios LEs 0SS; John Alexander, Northwich, Choshire CWB 1LZ; Robert Lines, Gosport, Hante PO12 2QW; Grehott Leech, Carilsie, Cumphric CA2 7Z; Ribhard Loe, Giffrecht, Gisspow G48 7PB. Andrew Beckett, Westelleid, West Yorkshire WF2 7EZ; John McMunn, Boltra, Co Sigo, Iroland, Michael Lotthouse, Barnsley, Scuth Yorkshire S70 88Y; Paul Welch, Bishopbriggs, Gisspow, Scotland G89 1HD; Sean Abal, Amold, Nottlingham: NG5 8ES; Neil Bradbury, WKSP Reme. SFPO 38; Mr Salesm Siddeud, Ghiswick, London W4 SDH; Noil White, Portobello, Edinburgh EM7 8UG; Rey Asamach, London W4 SDH; Noil White, Portobello, Edinburgh EM7 8UG; Rey Asamach, London W4 SDH; Noil White, Portobello, Edinburgh EM7 8UG; Rey Asamach, London W4 SDH; Noil White, Portobello, Scotland RA3 7PN, Dariel Meson, Welwyn Garden Chy, Merts ALS 6LD; Alasdeir Robertson, Perthabire, Scotland RN 615 Staphen Pollard, Burniey, Lance B810 3N; Elizabeth Culyer, Mandesiey, Norfolk, Scotland ER7, Sans Fraser, Meopham, Kent DA15 CJ, Sans Fraser, Meo



Remember that soft in cuddle preview comp from Issue 45? Well, one blue Plranke Berk is review's on page 12 this Issue.

IMAGINE YOURSELF AT COMBAT SCHOOL

There were thousands of entries for Imagine's Issue 45 Combat School comp, answering a few questions on the company's past games. Three winners have gone on an all-expenses-paid trip to on an all-expenses-pate trip to Ocean/Imagine's programming fortress in Manchester for a play-off on the Konami coin-op, and the champion will get to take it home! (More news of that next issue.) The winner also receives a Tatung Einstein monitor, and the trip in the programment.

two runners-up get the much-coveted Ocean goody bags. Those three finalists are Clive Peedel of Oxford OX2 9HQ: Mr M Lee of Sheffield S8 BDA; and

Mr Vinh Quan of London N1 1TW.

These 20 runners-up receive Combat School on the Spectrum (previewed this issue - see page

(previewed this issue—see page 1,32):
Mr S D Bowen, Lanceshire BLS 1XX; Neil Berrett, Romford, Essex RM3 0ES; Michael Timberliste, Worksop, Notix 81 0XH; Acron Lawis, Amiwch, Gwynedd LL689DH; Aron Lawis, Amiwch, Gwynedd LL689DH; Aron Lawis, Amiwch, Gwynedd LL689DH; Thomas R C Deacon, Srentwood, Essex CMS 9AG; Mark Bonnar, Uddingston, Glasgow G71 6AY; Scott Cheetham, By Dundeo, Scotland DDS 3PE; John Storey, Wirrst, Mersayside L49 6LB; Gary Marr, Paraon Cross, Sheffield S5 6RB; Michael Wright, Bloxwich, Walsali WS3 3RJ; David Crozler, Hospiston-Le-Spring, Tyne And Wear DHS BOY; D Sartley, Middlesbrough, Cleveland TSS 0RA; Nicholas Loud, Abingdon, Oxon CX1 1NB; Christopher Briggs, Batley, West Yorkshire WF17 0NL; Robort Lines, Gosport, Hants POT2 2QW; Lik, Chung LI, Middlesax, 165 6HR; Ewen Kinninment, Marpeth, Northumberland NEB1 3RB; Ban Watson, Woolsington, Newcastie-Lipon-Tyne NET3 80H; Albert Mc, Liverpool, Merseyside LB 86N; Phillip Dawson, Spaiding, Lines PE11 2SN.



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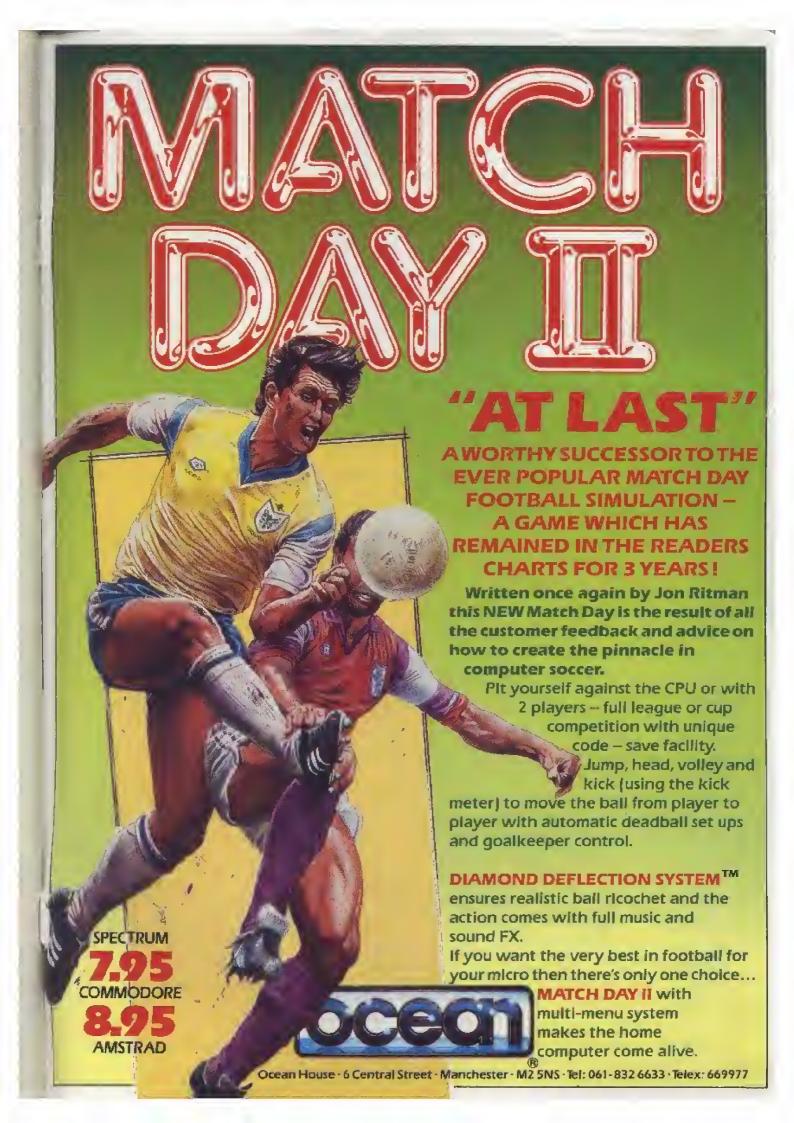
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